40p

POPULAR Computing WEEKLY

10-16 May 1984 Vol 3 No 19

BRITAIN'S BEST-SELLING MICRO WEEKLY

Education special — page 15

CLASSIFIEDS START HERE

VALHALLA

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ANOTHER HIGH VOLTAGE GAME BY CABLE

AQUARIUS
SEE PAGE 51

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STAR
Othello on Spectrum
See page 10
GAME

News Desk

Advance arrives at WH Smith

ADVANCE Technology's low-cost IBM-compatible computer will be available in selected WH Smith stores from Wednesday this week.

The micro — based on the 8086 processor — will be available in two forms with the basic version — the 86a — costing only £399.

The 86a model offers 128K Ram (expandable to 256K), 16K video Ram, 64K Rom including Basic, and separate 84-key professional quality keyboard.

Display is either 80 x 25 or 40 x 25 characters in text mode. Graphics resolution is either 320 x 200 or 640 x 200 in either 4 or 2 colours from a palette of 16 colours.

Interfaces include a cassette port, joystick, light-pen and Centronics printer port. The Microsoft GW Basic used by the machine has been modified to be compatible with that used by the IBM PC. Up to 62K

continued on page 5 ▸

The Advance 86a costs £399, offers 128K Ram, 16K video Ram and 64K Rom

The end of the ZX Printer

SALES of the Sinclair ZX Printer are to end.

Manufacture of the unit — which is compatible with the Spectrum and ZX81 computers — has already been halted and

Sinclair's ZX Printer — only limited stocks left

only limited stocks are still available.

Commenting on the decision to discontinue the line, a spokesman said: "The product is now three years old and sales have been declining over recent months.

"Now that the Interface I and RS232 leads are freely available for the Spectrum, most people want to use a letter-quality printer."

Sinclair's decision will make it difficult for new ZX81 owners to attach a printer to their machines. Interface I is not compatible with the ZX81.

The company has no immediate plans to either produce a new printer or to licence an existing printer from

continued over the page ▸

This Week

● **Street Life** *Christina Erskine meets Kevin Toms of Football Manager fame on page 13.* ● **Reviews** *A new style Reviews section features the Oric disc drive and the latest software on page 20.* ● **BBC & Electron** *Educational physics by Neil Barnes on page 24.* ● **Commodore 64** *Adrian Warman presents a machine code utility program on page 30.* ● **New Releases** *This week's software includes Mugsy from Melbourne House and Demolator from Visions. Page 56.*

FROM DER LIDDLE WABBITS...
FOR THE KOMMANDANT 64
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Stalag I
A VERY VACKY VUN!
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OH, VOT A SCHWEIN YOU ARE!
HAPPY DOGGY
SCHULTZY VILL BITE ANYZING UND ANYVUN!
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IT'LL END IN TEARS, TEDDY!
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POPULAR Computing WEEKLY

10-16 May 1984 Vol 3 No 19

SUNSHINE

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How to submit articles
Articles which are submitted for publication should not be more than 3,000 words long. The articles, and any accompanying programs, should be original. It is breaking the law of copyright to copy programs out of other magazines and submit them here — so please do not be tempted.

Accuracy
Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

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Editorial

Evangelists tend to divide people into two camps — you love them or you hate them. Fans of Billy Graham will defend to the last both the style and content of his preaching, while opponents will decry his methods as being more appropriate to 'show business'.

The BBC tv micro programme had a strong evangelical side to it. The producers and directors saw themselves as having a 'mission to explain' — they wanted to bring an awareness of micros to the masses. The series was designed to show what micros could do and how they could affect our lives in the future.

Despite attracting an avid audience, the BBC series met with a decidedly mixed reception. Many people thought the series would teach them how to program and were disappointed to discover that this was not the case.

Yorkshire Television's *Me & My Micro* series, due to begin on Sunday, June 10, takes the opposite approach. It is designed to teach people the basics of programming, nothing more.

The Yorkshire series is still being completed, but the rough version that I saw looked simple and easy to understand, though it will hold little for advanced programmers.

Both approaches have their merits, but *Me & My Micro* has the advantage of knowing exactly who it is targeted for and what it should contain.

Next Thursday

Vic Connection is next week's star game for the unexpanded Vic 20 by Ian Craighill — it is a version of Connect Four.

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Advance

◂ continued from page 1

Ram is available from Basic.

The 86a is a cassette-based machine and can be used with any domestic recorder. By the end of this month, 20 titles should be available for the machine. WH Smith is co-ordinating development of cassette software for the machine and suppliers include Software Limited, Pete & Pam, and Softcell.

The 86b is an altogether different animal. For a start it costs £1,500. A 86a machine can be upgraded to an 86b for £1,100.

The 86b offers, in addition to the base model, memory expandable to 768K, an RS232 interface, twin 360K disc drives running MS/DOS (modified to be similar to PC DOS), an option for two more drives including a Winchester hard disc, four IBM-compatible card slots and two true 16-bit slots. The machine also comes with four Perfect disc software packages — *Perfect Writer*, *Perfect Filer*, *Perfect Speller* and *Perfect Calc*, and is supplied with 24-hour engineering support cover by NAS (part of National Semiconductor).

The Advance 86b is claimed to be highly compatible with the IBM PC and because of its 8086 processor (instead of the PC's 8088) is claimed to run up to 40 per cent faster.

The Advance machines are manufactured by Ferranti who also makes the ULA chips for the Sinclair Spectrum and ZX Microdrive.

Following delivery of the first batch of around 500 machines to WH Smith, production will be increased and Advance plans to manufacture 100,000 machines before Christmas.

ZX Printer

◂ continued from page 1

another manufacturer.

The special aluminised paper used by the ZX Printer will continue to be manufacured in limited quantities.

Several hundred thousand ZX Printers have been sold since 1981.

Acorn Z80 provides the speed

ACORN'S long awaited Z80 second processor for the BBC micro is now available.

Aside from providing a significant increase in speed of program execution, the system also makes the industry standard CP/M operating system and software available to the machine.

The Z80 processor, in a separate unit, also houses the operating system for CP/M 2.2.

The unit makes 55K of memory available for software and enables task handling to be split, with the Z80 running the software and the BBC's 6502 concentrating on input/output screen graphics and system routines.

Although CP/M 2.2 is considered a somewhat elderly version of the system, it is becoming the standard for home micro's — it is used by the Amstrad CPC464 and the Tatung Einstein (*PCW*, April 26).

Price for the processor is £299, but this figure includes three business software packages — wordprocessor, database and spreadsheet, Nucleus applications generator and the business language CIS Cobol. Two versions of Basic are also included — a 'professional' Basic and a Z80 version of BBC Basic.

You and your micro on tv

ME & My Micro is a new tv series that is designed to teach you how to program. Produced by Yorkshire Television, the series will be shown on all ITV regions on Sunday mornings from June 10.

Presenter Fred Harris explains how to create simple routines which can be combined to form basic games. Subjects covered include the use of loops, sub-routines, structured programming and the creation of simple graphics.

"The series is aimed at 12-year-olds of all ages and should not be beyond anyone who has access to a microcomputer," says producer Adam Hart-Davis. "Yet it should still have something to offer for all but the most experienced practitioners."

Each of the five programmes lasts for ½ hour and concentrates on the Spectrum and Electron micros. Listings of the programs used in the series will be available for these and other popular micros by sending details of your computer and a stamped addressed envelope to *'Me & My Micro'*, Admail 1, Leeds LS3 1YS.

Fred Harris, presenter of Yorkshire Television's *Me & My Micro*

Frozen megabytes

ALL this summer people will be eating Megabytes.

Wall's Ice Cream has produced two new ice lollies specially for micro enthusiasts who get hot under the collar. The confections are linked to two competitions to win Acorn Electron and BBC computers.

Additions to the PC Jr

DISAPPOINTING sales in the US have led IBM to consider adding additional features to its PC Jr computer. These could include an improved keyboard and a 'mouse' cursor device similar to that pioneered by Apple for its Lisa machine.

The PC Jr machine now faces strong competition from Apple's new IIc portable version of its successful IIe machine — launched at the end of April (see PCW, May 3).

The Apple IIc costs £1064 with 128K Ram and a built-in single 5¼inch floppy disc drive.

Options for the machine include a monitor and stand at £192, a second disc unit at £265 and a 'mouse' cursor control device at £81.

The IIc will be available in the UK from this month. By July Apple will also offer a 80 x 24 character liquid crystal display as an option in place of the monitor. No price is yet available for this flat panel display.

Time stands still

TELLING the time is almost not the main purpose of Seiko's Data-2000 wrist watch. The system consists of a watch and a pocket-size Qwerty keyboard. It can be used to calculate, retain and display data.

Up to 2,000 characters can be displayed on the liquid/crystal display screen, which is 22mm x 17mm. However, it is capable of showing memorised data on a full matrix composed of 50 x 28 pixel elements. It can also show graphics patterns.

The watch has five LSI chips including a CPU and 2K Ram.

QL . . . at last!

THE first QL machines have now been received by customers.

A small number of machines were dispatched from Sinclair's warehouse in Camberley late on Monday, April 30, by courier and first-class post.

However, not all customers promised machines before the end of April have so far received their machines. The remainder are expected to be sent out within 10 days.

The first machines have been sent out without a Basic programming manual. This is expected to be ready within the next week.

● *PCW*'s QL order: Week 16. It's here! Our QL arrived by post on Tuesday, May 1. The machine was in good working order and was supplied with eight rather than four blank QL microdrive cartridges.

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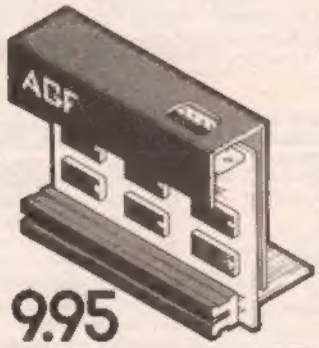

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AGF Joystick Interface II for Spectrum or ZX81

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When you feel like upgrading to a more flexible joystick system you can claim £2.95 off the purchase price of our Programmable Interface.

All AGF Joystick interfaces will work with any industry standard joysticks using 9-pin 'D' plugs – including Quick Shot II and the new Trackball controllers.

Don't settle for less . . . . . choose AGF.

Joysticks

The choice is yours. The standard QuickShot is excellent value incorporating suction cups for sure-footed precision and a comfortably contoured handle with a convenient top firing button, plus conventional buttons in the base.

Four feet of cord terminates in the industry standard 9-pin 'D' plug for compatibility with our interfaces or direct connection to a selection of home micros.

The new QuickShot II has improved styling with a trigger type firing control as well as the top firing action and a broader base for greater suction stability. The rapid fire switch, which allows a continuous stream of shots where normally a button press is required for each one, is located in the base for easy access in use.

Cord length and termination is as the standard QuickShot controller.

8.95

QuickShot

QuickShot II

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Letters

Adventure Helpline

Recently, I called on the services of *Adventure Helpline* for the first time. I was amazed at the kind response. Phone calls from Liverpool, Bristol and Oxford and a great batch of friendly letters.

Thanks to one and all.

Bill Hanna
1 Shandon Crescent
Edinburgh

Instant death

I am writing in reference to Simon Lilley's letter about *Jet Set Willy* (*PCW* Vol 3 No 16).

I noticed the same things as he did and wrote to Software Projects. I got a reply stating that: "Unlike *Maniac Miner*, *Jet Set Willy* is a total graphics adventure, where graphics only, and not text, guide Willy round the 60 rooms . . . but to make the adventure almost impossible is the attic.

"Once you have visited the attic, your very presence there will trigger a chain reaction in the Chapel. The four guardians there will go to the Kitchen, West of Kitchen, East wall base and Cuckoo's Nest, making short cuts through them impossible as you will encounter instant death when entering those rooms."

Alan Salmon
422 Nore Road
Portishead
Bristol

Total exasperation

No doubt all of us read many reports about computer software, mainly games, so at least we have some indication of the content. But, what about adventures? We are often left to read a short note about the adventures, look at the picture, and thereafter take pot luck.

We (the family and friends) have just completed an adventure called *Heroes of Khan* by Interceptor on our Commodore 64. It is an absolutely marvellous adventure, the graphics and music are brilliant and the plot is first class. We have had many weeks of fun and at times total exasperation with *Heroes*. Anybody who does not thoroughly enjoy this adventure should switch off their computer and take up knitting.

R Parsons
1 Pallen Hill Estate
Catterick Village
Richmond
North Yorks

Our sister publication *Micro Adventurer* will provide you with plenty of in-depth adventure reviews.

Graphics designer

I would like to congratulate Mark Lawrence on his machine code routines — notably Organ, Graphics Designer and Word Processor. The displays in these programs are superb and he has used under 2K of machine code where it would take about 10K in Basic. I hope you will print more of his work and thanks for a superb magazine.

Carl Duckett
15 Wernlys Road
Pen-y-Tai
Bridgend
Mid Glamorgan

Character generator

I have enclosed a listing which your readers may fund useful in conjunction with my character generator program published in the 19-25 April edition. By adding these extra bytes, the program will provide a list of relevant numbers when you store your design.

"The Walls software has melted and clogged the BBC keyboard

```
                CHAR GEN LIST FACILITY

7E80 3E8F       LD    A,8F
7E82 328D5C     LD    (5C8D),A
7E85 E5         PUSH  HL
7E86 3E02       LD    A,02
7E88 CD0116     CALL  1601
7E8B 3E16       LD    A,16
7E8D D7         RST   10
7E8E 3E04       LD    A,04
7E90 D7         RST   10
7E91 AF         XOR   A
7E92 D7         RST   10
7E93 E1         POP   HL
7E94 E5         PUSH  HL
7E95 0608       LD    B,06
7E97 7E         LD    A,(HL)
7E98 E5         PUSH  HL
7E99 C5         PUSH  BC
7E9A F5         PUSH  AF
7E9B CD2820     CALL  2028
7E9E CDE320     CALL  20E3
7EA1 F1         POP   AF
7EA2 FE0A       CP    0A
7EA4 3003       JR    NC,7EA9
7EA6 3E20       LD    A,20
7EA8 D7         RST   10
7EA9 3E20       LD    A,20
7EAB D7         RST   10
7EAC 3E0D       LD    A,0D
7EAE D7         RST   10
7EAF C1         POP   BC
7EB0 E1         POP   HL
7EB1 23         INC   HL
7EB2 10E3       DJNZ  7E97
7EB4 E1         POP   HL
7EB5 CDAB78     CALL  78AB
7EB8 C9         RET

POKE 31607,98
POKE 31608,126
```

If you have an assembler, then enter the source listing to *7E60H* (32352 decimal) *Poke* 31607,96 and *Poke* 31608,126 and then Save the complete block of code with Save "gen code" CODE 31000,1410. If you do not have an assembler, enter the hex bytes on the left of the source code, *Poke* 31607,96 and *Poke* 31608,126 and Save "gen code" CODE 31000,1410.

Mark Lawrence
Essex

The final time

This is the third and final time that I am going to write to you. I have had enough.

Over two months ago I ordered a copy of *Eye of the Star Warrior* and I have still not received it. In addition, I have written half a dozen times with letters and questions for Peek and Poke, yet nothing can I see published in your magazine. What is the matter?

Perhaps you did not get some of the letters, but surely you must have received a few of them? You complain about the delay on your Sinclair QL order and yet you do the same to your readers.

I hope that this letter will be published as the following *Pokes* may be useful for many of your Spectrum readers: *Poke 23617,236* is useful for questioned inputs because it will change the cursor to '?'. *Poke 23606,8* must be used with care as it renders all program lives unreadable by scrambling the characters. However, *Poke 23606,0* will reverse this.

Poke 23756,0 will make the first line of a Basic program become line 0. This line cannot be removed or edited.

By a simple *Poke* the Spectrum can have a program removed and recalled again. It is *Poke 23755,100* which acts like *New* on the BBC micro. The program can then be recalled by *Poke 23755,0* as with *Old*.

It is sometimes useful to be able to set the Spectrum into the *Caps Lock* mode. This can be done by *Poke 23658,8* and can be reversed by *Poke 23658,0*. Also, *Let Cap=Usr 4317* changes Caps to lower case and vice-versa.

Decimal equivalents of any binary numbers can be printed on the screen by *Print Bin 010*. The address of free Ram can be printed as well with *Print Usr 7962*.

I hope your readers (and yourself) will find these *Pokes* and routines useful.

Fraser Davies
41 Four Oaks Common Road
Four Oaks
Sutton Coldfield
West Midlands

Thank you for the *Pokes* which I am sure our readers will find interesting.

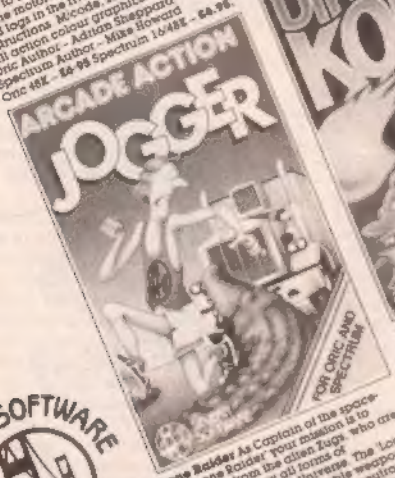
I was most distressed to learn that you still have not received your *Eye of the Star Warrior* tape. Everybody should have received their tapes weeks ago. Anyway, a tape will be dispatched to you immediately.

As to the non-appearance of your letters and queries, I am afraid that we can only print a selection from the hundreds that pour into the office each week. However, we do try and pick letters that are interesting and useful for a large number of people.

The REAL Challenge!

For your ORIC, SPECTRUM and CBM 64.

Jogger Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M-code, sound effects and full action colour graphics.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric 48K – £4.99 Spectrum 16/48K – £4.99.

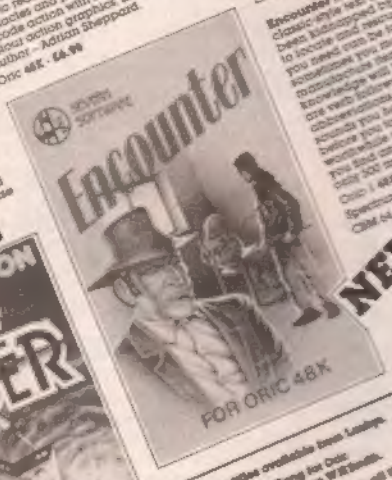


Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and more along the gangways the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M-code action with sound effects, full colour action graphics, skill levels etc.
Author – Adrian Sheppard
Oric 48K – £4.99

Quincy A superb dice game for 2 to 6 players, 3 throws per go to try and score points by obtaining certain combinations. I.e. 3 of a kind, a run, bonus etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher
Spectrum 48K – £4.95.

Lone Raider As Captain of the space-ship 'Lone Raider' your mission is to save earth from the alien Zugs who are aiming to destroy all forms of intelligent life in the Universe. Lone Raider possesses formidable weaponry such as phaser cannons and neutron bombs. Armed with these you will need to battle through the planetary defences to seek the mother ship. She is heavily guarded and your chances of surviving long enough to even glimpse her are slim... Superb graphics. Volume control. hi-score. 4 screen scenarios. missiles. fuel dumps. mines. sharks. octupi. mother ship etc. Can be played with keyboard or joystick using the Fuse Ltd interface.
Author – Adrian Sheppard
Oric-1 48K – £7.50

Encounter A complex and intriguing classic-style text adventure. A girl has been kidnapped by Tungh – your job is to locate and rescue her! Everything you need can be found in the game but sometimes you may have to manufacture it from other commands. Your knowledge will help. Most commands are verb-noun but some, although obvious, can be very clever. It's the adventure that is caught, it's the adventure making it snap funny what you find and where as the time limit is none too generous!
Oric-1 48K – £7.50
Spectrum 48K – £6.95
CBM 64 – £7.50



NEW

SEVERN SOFTWARE

SEVERN SOFTWARE
5 SCHOOL CRESCENT
LYDNEY
GLOUCESTER GL15 5TA

Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom – a game that will really test your character and skyling powers.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric 48K – £4.95 Spectrum 16/48K – £4.95.

All Oric titles available from Lasgo.
Dinky Kong for Oric also available from W.H.Smith.
Mail order service available on all titles.

Oric titles recommended by ORIC PRODUCTS INT. LTD
All Spectrum Software is available on Micronet 800

TRADE ENQUIRIES WELCOME

ORIC UTILITIES

Oriscade A combined assembler, Disassembler and editor for the Oric + Handles full 6502 Mnemonics + Features Save and Reload M/C + Assembles and disassembles at any address. + An essential tool for any serious programmer.
Author – Adrian Sheppard
Oric 48K – £8.50.

Oric Extended Basic A must for the programmer! Extended Basic offers the user 13 additional commands to the powerful Oric-1 48K of RAM. Features: + Commands include Verify, Write, Recall, Find, Scroll, Draw box, Rotate and others + Takes up only 2K of RAM, so plenty of memory left for user to program + Demonstration programs – all detailed in the cassette inlay + Full instructions.
Author – Adrian Sheppard
Oric-1 48K £7.50

NEW

Address File Manager This is a new departure for software for the ORIC-1 micro. It will allow you to keep ALL your important records or NAMES & ADDRESSES up to 255 can be kept in each file and files can be SAVED & LOADED using an ordinary cassette recorder. This means an unlimited amount of information can be permanently stored in a convenient format.
Features: +Menu-driven +Prompted keyboard entry of data with check + Delete option for old data + Search by surname (handles multiple occurrences) +Saves and loads NAMED files to cassette +Prints as Screen or Printer +Up to 255 records can be kept in each file
The program gives all information to the user in real-time and can be used by anyone who can operate the Oric-1.
Author – Mike Howard
Oric-1 48K – £6.95

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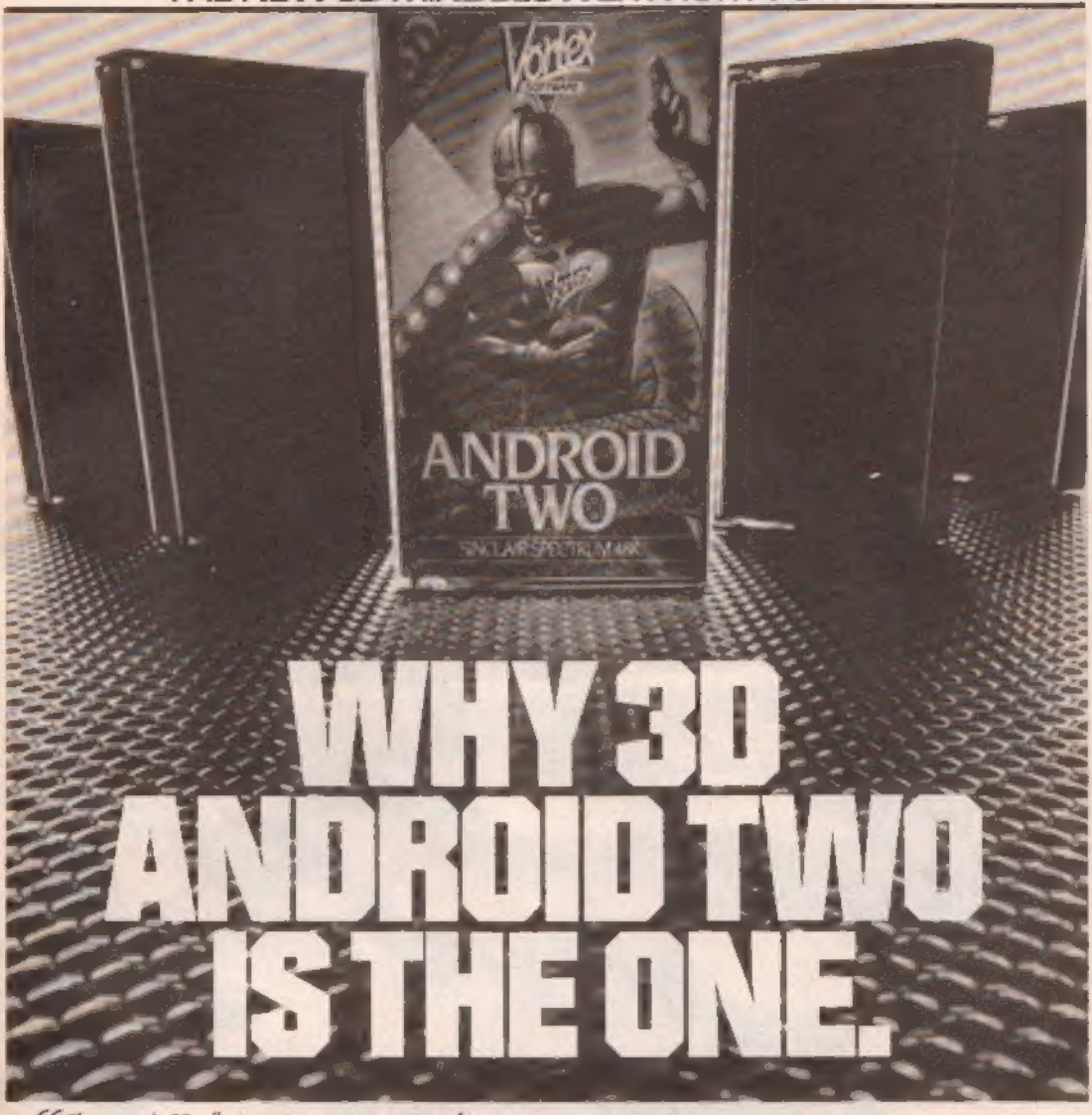

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Othello

A new game for 16/48K Spectrum by Paul Reynolds

This program is a game of strategy and uses a fair blend of Basic and Machine-code, which makes the response of the computer reasonably fast. There are 10 levels of play.

The idea of the game is to try and occupy as many squares of the board with your colour (Cyan and yellow, flashing) as possible. Any of the computer's pieces which lie in a straight line between the last piece the player placed and any other of the player's pieces, are automatically 'captured'.

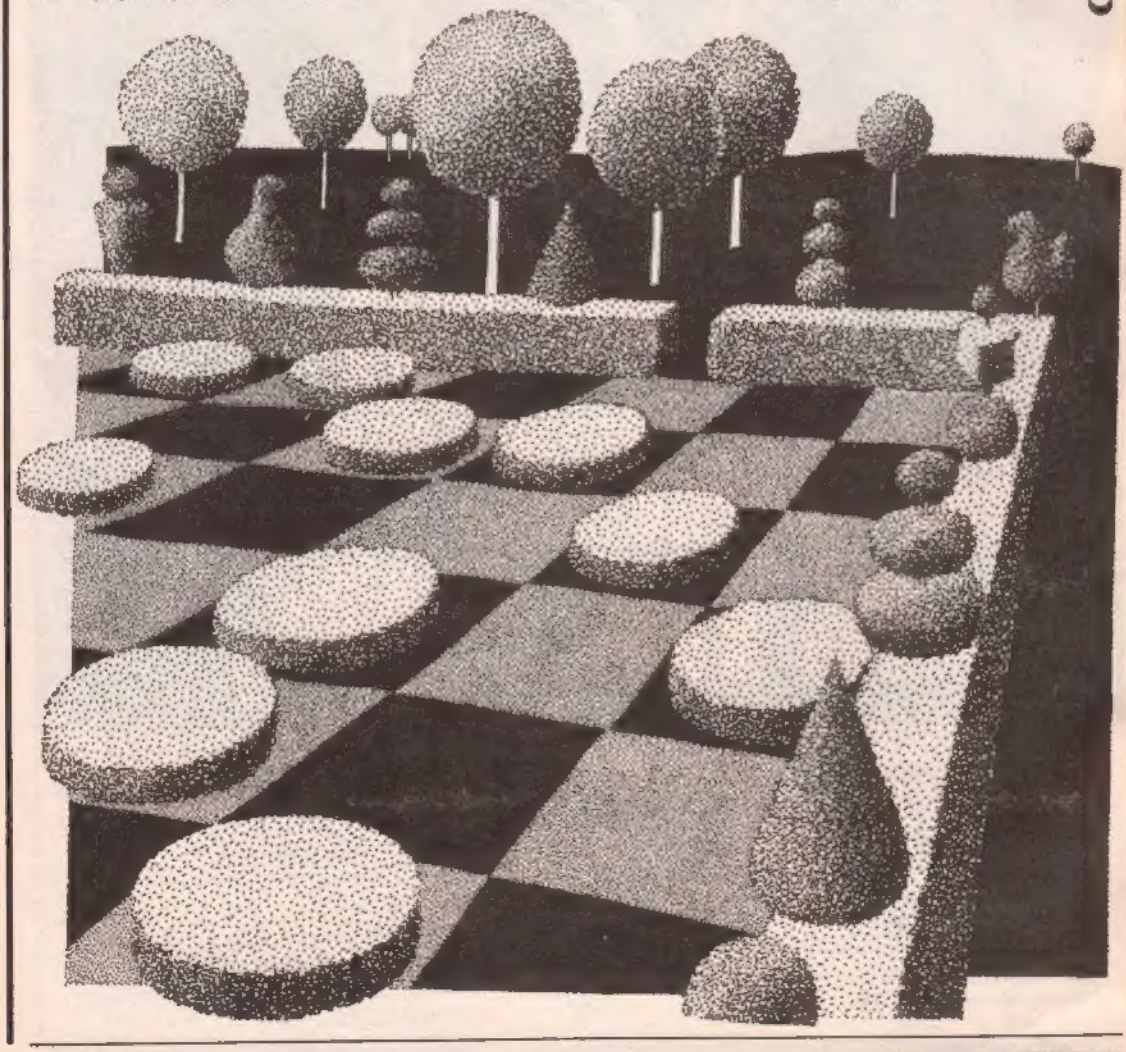
Program Notes

20 — 190	Set up the screen and variables.
200 — 240	The 'play loop'.
290 — 380	Remark on who won the game.
1000 — 1210	Calculate the computer's move.
1500 — 1820	Enter and make the player's move.
9000 — 9030	Machine-code loader.
9100 — 9280	The Machine-code. (in hex form)
9900	Save program, with auto-run on loading.
USR 32256	Calculate the points gained for a certain move.
USR 32416	Calculate the possible No. of moves that can be made.

Addresses

32334	=0 to take a certain move. =2201 to test a certain move.
32761	position of move. (8*(Y-1)+X-1, X and Y range from 1 to 8)
32762	=1 if the Computer is moving. =2 if the Player is moving.

Note: Do not run the program until it is complete and saved on tape. To save the program type: *RUN 9900* (ENTER) To test the program type: *RUN 9000*



```
  0 REM
  ************************
  *                      *
  * OTHELLO by Paul Reynolds *
  *                      *
  ************************
  10 DEF FN A(A$)=CODE A$-48-7
*(A$(A)>"9")
  20 CLS : PRINT "     OTHELLO by
 Paul Reynolds"
  30 PRINT AT 7,11 PAPER 2
  12345678 "
  40 FOR A=1 TO 8
  50 PRINT TAB 11 PAPER 2;A
  PAPER 1;TAB 20 PAPER 2;A
  60 NEXT A
  70 PRINT TAB 11 PAPER 2 "
  12345678 "
  80 INPUT "LEVEL OF PLAY (0 TO
9) ";L
  90 IF L<0 OR L>9 THEN GO TO
 80
 150 PRINT AT 0 0;"LEVEL:";L;TAB
 0;"YOUR SCORE:0 MINE:0"
 160 POKE 22695,38 LET L=L/10
1130 LET B=B+1 RETURN
1200 PRINT #0; PAPER 1;"I CAN
NOT
T MOVE BEEP .5,-10
1210 PAUSE 100 RETURN
1500 LET RD=RND+1
1510 IF NOT USR 32416 THEN GO
TO1800
1540 PRINT #0 PAPER 1;"YOUR
MOVE (NO.";RD;")"
1550 PRINT #0; PAPER 1 "ENTER
THE CO-ORD. PAPER 1 ;S
1600 GO SUB 1710: LET I=I+1
1610 PRINT AT S+I 10;" ";A$;" ";
21;" ";#0; PAPER 1;AT S+I 10;
1630 GO SUB 1710: LET A$=A$+
1635 PRINT AT S+I,10;" ";A$;"
21;"
1636 GO SUB 1100: IF NOT THEN
IN PUT "ILLEGAL MOVE": PRINT #0; PAPER
; BAD LAST MOVE": GO TO 1540
1640 LET U=U+M+1 LET T=T+M
1650 RETURN
1700 BEEP .25,7
1710 LET I=CODE INKEY$-48
1720 IF NOT I THEN GO TO 1710
1730 LET I=I-49
1740 IF I<0 THEN GO TO 1700
1750 IF I>7 THEN GO TO 1700
1760 BEEP .1,40
1770 IF INKEY$="" THEN RETURN
1780 GO TO 1770
1800 PRINT #0 PAPER 2;"YOU CAN
NOT MOVE"
1810 BEEP .5 -10 PAUSE 100
1820 RETURN
9000 PAPER 0 INK 7 BORDER
0: CLEAR 32000: PRINT "PLEASE
WAIT": POKE 32768 READ A$ IF A$=
"END" THEN RUN
9020 LET A=FN A(1)+40*B+FN
A(2)+256+FN A(3)*16+FN A(4)
LET A$=A$(15 TO )
9030 FOR B=1 TO LEN A$ STEP
2: POKE A,FN A(B)*16+FN A(B+1):
LET A=A+1: NEXT B 30 TO 9010
9100 DATA "7E0097321657E32F57F
DD21E07F0608C5CD307EC1DD2310F7
2100003500021F97F342B7E4FC9"
9110 DATA "7E3006E00CD607E7EFE
0EC0E4CD607E131AB5E28F7181A0EC02
1F87F760DC86677C9CD607E7710FAC
D607E2217FB321A7EC9"
9120 DATA "7EE0C95AF97F0F0F0F
EE907C5C26F2602292292292293AF97
FE507C50C856FDD5E00DD560004100
11910FD3AFA7FC6EF5F1677F1AC1C9"
9230 DATA "7EA021F97F010040711
05C D007EC1A726010C10F52370C9"
9260 DATA "7FE001211201FFFDFE
0E1000000000FFFFFFFF25AE25AE",""

9300 SAVE "OTHELLO" LINE 9000

 170 POKE 22696,CAT LET L=2
 180 POKE 22927,CAT LET C=0
 190 POKE 22928,CAT LET C=C+1
 200 LET B=0 FOR A=1 TO 8
 210 POKE 32760,A PRINT AT 0,20
;USING "#";AT 0,29;A
 220 POKE 32304,DJ INPUT ""
 230 GO SUB 500+(A*10)
 240 IF C+U<64 AND C+L THEN NEXT
 A: IF B THEN GO TO 600
 290 LET A$="I CAN'T GO SO I AM
MOVE"+CHR$ 13+CHR$ 13+"SO I AM
NOT B
 300 IF U<C THEN LET A$=A$+ "SCO
RE:"+STR$ C+" I WIN"
 310 IF L<C THEN LET A$=A$+ "HA
HA I WIN"
 320 IF U=C THEN LET A$=A$+"OK
AND SO I+"YOU WIN"
 330 INPUT A$: PRINT AT 0,20;U;
AT 0,29;C; INK 8;A$+"GO AGAIN
THER 20 OR N"
 340 POKE 23624,0: FOR A=0 TO 20
STEP 4: BEEP .1,A: NEXT A
 BEEP .1,0: IF INKEY$="N" THEN
 350 IF INKEY$="Y" THEN RUN
 360 IF INKEY$<>"N" THEN GO TO 3
50
 370 CLS PRINT AT ... 6;B
 380 BEEP 3,-9 NEW
1000 LET G=USR 32416/99 IF NO.
G THEN GO TO 1000
1010 LET T=0 PRINT #0 PAPER 1
"MY MOVE - PLEASE WAIT"
1020 DIM M(8): FOR S=0 TO 63
1030 LET M=USR 32256
1040 IF M=M(1) AND L AND RND<.0
5 THEN LET M(1)=M: LET M(2)=S
1050 NEXT S IF NOT M(1) THEN PR
INT #0;"I PASS": GO TO 1200
1060 LET M=M(2) GO SUB 1100
1070 LET C=C+M+1 LET U=U-M
1080 RETURN
1100 POKE 32304,0 BEEP .1,00
1110 POKE 32760,M: BEEP .1,0
1120 LET M=USR 32256 BEEP .1 30
```

the LLAMA has LANDED!

and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff 'Awesome' Minter. Lesser mortals could only sit and stare in wonderous rapture at the furry arcade action brought to you by Llamasoft.

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This classic arcade game, originally developed by Jeff 'Awesome' Minter of Llamasoft, features 1 and 2 player options, spitting Llamas, Cyborg Arachnid Mutants, Disgusting Weeviloids, 99 levels of play. Joystick recommended. Supports Spectrum ZX Interface 2 and Kempston joysticks.

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Game originally developed by Jeff 'Awesome' Minter of Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces.

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Awesome"	Jeff Minter
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Don't shoot me I'm only the piano player	Elton John
Boing	Zebedee

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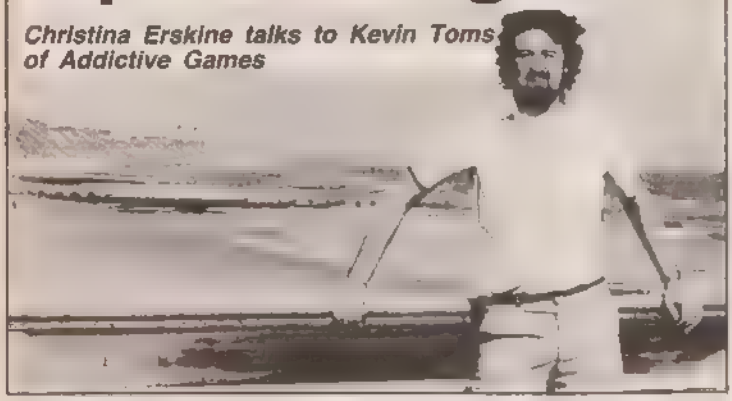
Top of the league

Christina Erskine talks to Kevin Toms of Addictive Games



The growth ■ the home computer industry could not have come at a better time for Kevin Toms of Addictive Games. It enabled him to turn his lifelong hobby — football — into a flourishing business.

Kevin spent a considerable part of his adolescence inventing role-playing board games, not so much of the D&D type, but involving simulations of real-life activities.

When he left school, he unsuccessfully applied to Waddington with a view to joining as a games designer. Instead he ended up as ■ computer programmer.

After the arrival of the ZX81, he began to consider the possibilities of writing the role-playing games for the micro. A keen footballer who had played in local leagues, soccer seemed an obvious subject for such a game, and *Football Manager* began ■ take shape.

Kevin spent over a year writing and refining *Football Manager*, and ■ January 1982, began advertising the program in computer magazines.

"This was at a time when *Space Invaders* and its variants were about the only things on the market," he said. "*Football Manager* was something entirely different."

"I also spotted an advertisement for one of the early ZX Microfairs and booked a stand to give it a bit of extra publicity, which helped."

Spurred on by the success of the game, Kevin left his full-time job six months after *Football Manager* was launched and set up Addictive Games in . . . Milton Keynes.

"The appearance of the Spectrum hit our sales considerably, but once we'd made a version for the new machine, things looked up again.

"With the Spectrum, we were able to add to the game, with colour and graphics, showing the actual playing of the matches. And it continued to sell and sell. We must be the only software house ■at has grown entirely around one game."

For those readers who haven't come across *Football Manager*, the player takes on the role of manager of a lowly fourth division club — which can be any team you please, from Manchester United to Enfield Town. But, even if you are Joe Fagan, your side will still start at the bottom ■ Division Four.

Your job is to guide your team ■ the League Championship and through the F.A. Cup, making the most of your players with the highest skill rating (for some reason, 'G Hoddle' and 'K Keegan' have ■ skill rating of only one out of five) and buying and selling judiciously on the transfer market.

Buying players depends on your financial status, and you have your weekly wage bill and ground rent eating away at the accounts. Winning matches depends on your team's skill level in attack, midfield and defence, and the side's overall energy and morale, in relation to that of your opponents.

The game's credibility as a representation of the soccer manager's ■ is strengthened by the fact that Bill Nicholson — ■ Tottenham Hotspur fame — is an enthusiastic player.

However, Addictive Games does not intend to continue as Addictive Game for much longer: Kevin has plans for diversification.

"When we started out, the company staff consisted of myself and my wife. We were so busy just with *Football Manager* that we had no time to work on other games. Since we moved to Bournemouth — I come from Torbay myself and I wanted ■ be by the sea again — I've taken on three full-time programmers, and three people to work on the sales and administration side. So now I can concentrate on designing new games.

"There are several games we're working on as follow-ups to *Football Manager*: they are all strategy-simulation games that involve role-playing, but I've moved away from anything sport orientated.

"I could quite easily have continued the same theme and churned out *Rugby Manager*, *Cricket Manager*, and so on, but quite honestly I'd have found that rather boring."

Another side of Addictive Games that is expanding is the publication of games sent in to Kevin by programming hopefuls.

"We've got five new games coming out in six weeks or so, under the label Silicon Joy, to keep them separate from the Addictive Games role-playing projects.

"Four of the Silicon Joy tapes will be for Spectrum, one for Atari. All are arcade style games — though with a strategy element. The fifth is a program to help people calculate league tables for sports teams, which we were asked to write.

"Then there are still plenty of conversions of *Football Manager* to do yet. A version for the BBC ■ ready to come out, and one for Commodore 64 will be available very soon. An Oric implementation is currently under development. Then there's the Vic 20, Atari, Electron . . . the list is endless.

"Now that we're expanding, our aim is obviously to produce consistently good games, with the proviso that they must be the type of games that I like. For instance, I'm not interested in doing anything educational, because I want to entertain people. Nor am I interested in space and alien scenarios.

"I like games that are intellectually stimulating rather than simply relying on dexterity with the joystick — and especially games that simulate real-life, which give people the chance to do something that they wouldn't otherwise be able to do.

"Interactive games are particularly interesting, where players are able to almost literally stab each other in the back during the course of the game. Once enough micro owners have networking equipment, that would certainly be something I'd like to develop."

It is quite probable, however, that whatever Kevin Toms and Addictive Games decide to go on to do, his name will always be linked with *Football Manager*. It has brought him considerable "cult" fame in the micro world. Requests for autographs and signed photos appear regularly in the mail that arrives at the office.

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This and other Voltmace products will be demonstrated every Monday night

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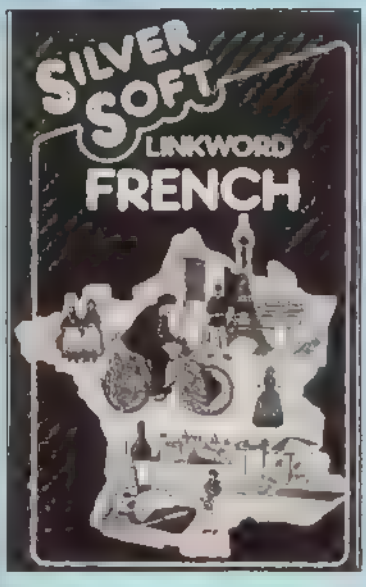
Sound and vision

***Lolita Taylor** looks at Spectrum programs for an older age range*

More than a year after its launch, the Spectrum can finally be said to have a reasonable range of educational software. The time it has taken for this to be achieved tends to prove what earnest parents feared all along — that somehow playing games always seems to have greater immediate appeal than learning.

Gruneberg has done a great PR job in marketing its packages for various languages including French, German, and Spanish, for every home micro with 48K.

The Gruneberg Linkword language System claims to be a system for teaching foreign languages which is much faster and easier than normal methods, giving the student a vocabulary of more than 350 words (400 in the case of Spanish), as well as a basic grammar in ten hours. One of the ways in which the system works is to use visual images: an English word is linked to another English word, which sounds like



the word in the target language. For example, the French for *tablecloth* is *nappe*, and the visual link instruction for this is, 'Imagine having a *nap* on a *tablecloth*'.

Ridiculous as it may sound to those brought up on the traditional Monday morning vocab test, it actually works! Indeed, the more absurd the visual image, the more effective the system. It appears. The program does stress, however the importance of concentrating on the visual image, and whilst the connection made between some words may seem tenuous and unhelpful — the image of tipping rubbish over my carpet certainly did not make me think of *teppich* (the German for *carpet*) — I was quite frankly astounded at how effective this visual imagery was as an aid to memory retention.

Inevitably, in a language tuition pack of this size — the pack includes a program cassette divided into 10 sections, an audio tape for use in conjunction with the program as a pronunciation guide, and a booklet containing a glossary — there will be large gaps in the student's vocabulary and grammar, but by following the course, the basics are covered. If the sentences formed sound odd in the extreme — *el gusano esta fresco* (the worm is fresh) — it is ■ avoid falling into the trap of learning everything parrot-fashion.

In view of the emphasis placed on the visual aspect of word association, it is a pity that the programs do not offer some sort of visual representation of the link instruction.

Similar, in that it is entirely textual, but different in that it makes no attempt to teach fresh material, is the *Calpac Chemistry Series*, for O level revision. Since it does not teach but revises what ■ supposedly already learnt, the program ■ representative of a whole range of tapes which are basically only the hi-tech equivalents of ■ those slim volumes of 'notes' produced by book publishers for the nervous teenager taking exams.

There are two ways of using the program: as a series of simple questions and answers, each followed by an explanation or as a test — all the answers can be expressed by yes or no.

Calpac is unexciting but thorough and I would certainly find it helpful if I were taking the exam. The big question about this and the dozens of similar programs is, why not just use a book?

Back to programs that aim to impart knowledge rather than simply ■ test it with a number of packages issued by Sinclair themselves, all written by a company called Incognito software.

These use lots of sound and graphics and concern themselves with chess, music and computers. The worst first.

Musicmaster is half tutor, half music utility. As a utility it allows you to do much the same as a number of other music utilities already available — most notably *Music Maker* by Bellflower Software — create, edit, store and play tunes using graphically represented manuscript music paper.

As such it is fine, but more expensive than Bellflower's offering. As a tutor it covers the basic ground of note values, time signatures and keys signatures but the explanations are patchy. The Tone/Semitone arrangement of Western scales is taken as a *fait accompli* and as such could confuse people with no previous knowledge.

Beyond Basic and *Make a Chip* both deal with computers, more precisely, with microchips. *Beyond Basic* is an introduction to Assembly language and God knows I need one — those hieroglyphics have had me beaten for ages.

What the program does is explain graphically exactly what each Assembly language instruction means. It helps — a bit. So when you get to *Ld A, (255)* you see the number floating across from where it's stored in memory to the box that is the register, and so on for every instruction the Z80 has.

After this you can write your own routines watching what happens to the different registers as the processor acts on each instruction. A very useful program although I must admit I still don't know why *ld*ing A and *Add*ing the contents of 23000 etc, makes aliens move across the screen.

Make a Chip moves down a level beyond this into the realms of the building blocks that make up the chip itself — the various gates performing yes and no operations of currents.

Chess Tutor 1 is the final package here and surprisingly, it's possibly the only program covering this seemingly obvious choice of subject, ie, teaching chess.

Using ■ graphic chessboard and by flashing and moving the appropriate pieces this program covers basic moves, check and checkmate, stalemate, castling and rudimentary forms of attack strategy.

Each section is tested using a number of examples which are clearly explained whether you get it right or not.

Supplier	Programs	Age	Price
Silversoft Ltd London House 271/273 King St London W6 9LZ	*Linkword French* *Linkword German* *Linkword Spanish*	12+ 12+ 12+	£12.95 £12.95 £12.95
Calpac Computer Software 106 Hermitage Woods Crescent St Johns, Woking Surrey	*Chemistry Series — O Level*	15-16	£7.50
Sinclair Research Ltd 25 Willis Road Cambridge CB1 2AQ	*Musicmaster* *Beyond Basic* *Make-a-Chip* *Chess Tutor 1*	general general general general	£9.95 £9.95 £9.95 £9.95

This week we continue with Spectrum programs for the very young, as well as some for an older age range. Also a selection for primary schoolchildren on the BBC.

Plain English

Gavin Monk dips into a mixed bag on the Spectrum

Over the last couple of months or so quite a large number of educational programs have emerged for the Spectrum. All the programs reviewed here are aimed at teaching the basic aspects of the English language.

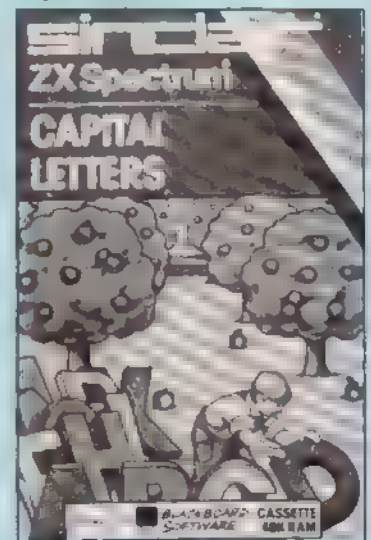
Blackboard Software has released a number of educational programs which are being marketed by Sinclair Research Ltd.

The actual cassettes have no program names printed on them, instead they are marked with a number/letter code. This means that it is extremely easy to get the cassettes and their appropriate boxes muddled up, if two or more programs are owned. This could be even more of a problem if the programs are to be used as educational aids in schools! Each program is written in Basic with a 512 byte machine code routine which allows double size printing of characters on the screen.

Castle Spellerous is a spelling game and in my opinion is the best program reviewed here. The object of the game is to rescue a captured princess from a magician's castle. This is performed by the correct spelling of words, which are first printed on the screen for approximately one second. Instructions telling how to adjust this time are given on the inlay card. The program contains a very varied vocabulary of 400 words, which are available via ten different levels. Each level deals with a particular type of word such as words with "ing" endings or containing "qu".

Level ten is marked "Very hard words indeed" and quite a few of them had me stumped for a minute. For every correct answer given, part of a tower (which will be used to rescue the princess) is built.

The next three programs, *Capital Letters*, *The Apostrophe*, and *Early Punctuation* are all very similar. Each contains twenty sentences with a single error in each one. The pupil has to correct the error by moving or stopping a cursor above the error. I did not feel that this was very educational and would have liked to have seen more options on these programs, for example, the correction of more than one error per sentence and the removal as well as insertion of punctuation marks. Each program gives an example of the possible uses of the type of punctuation being tested. After ten correct answers have been given a game can be played, called *Falling Apples*, *The Grub Game*, and *The Bottle Game* respectively. These are all very simple and just really teach the pupil to find the required keys on the keyboard. Due to the number of common points in these three programs, I feel that they should have been written as a single program or at least all sold on a single cassette.



Speech Marks is also similar to the three previous programs. By using the cursor keys the pupil has to insert quotation marks into a sentence. The program has a vocabulary of 30 sentences, ten for each of the three levels. Once the pupil has completed five questions from each level he is allowed to play a game called *Max meets the Blue Persions*. The object of *Max* is to escape from a maze in which blue cats appear at random. This program was generally very good except for a rather sluggish keyboard response when inserting the quotes.

The last program by Blackboard is titled *Alphabet Games*. This cassette contains a single program which is divided into three games. These games are supposed to teach the alphabet. However, I feel only one game really succeeds in doing this. The first two are *Random Rats* and *Invaders*. These just teach the position and layout of the keys on the keyboard, as random keys need to be pressed to control the games. The third is *Alphagaps* and the user has to (as the name suggests) fill in gaps in the alphabet.

Reading Aids 1 & 2 from Nisbet Educational Software come in some very attractive packing. This consists of an instruction booklet and two cassettes in a video cassette type case.

All of the programs print a sentence with one or more missing words on the screen, below which several words are printed. The pupil has to type in the missing word(s) from those on the screen. When this has been selected the word(s) selected scroll across the screen and fall into the gap in the sentence. If the correct word(s) are chosen then a large red tick is drawn and the next question appears. If an incorrect answer is entered then the word(s) just fall straight through the sentence and the message "try again" is printed. After ten questions have been answered a goodbye message is printed and the screen is filled with a coloured pattern. If the teacher then presses *O* an options page appears and the teacher can analyse the pupils results. These results can, if required, be copied to the printer for future use. *Reading Aid 1* tests Miscue Analysis which is the reversal of words like 'on:no' and 'was he:he was'. *Reading Aid 1* tests the Close Procedure which is the decoding and prediction skills necessary in the reading process. Examples of these are colour selection and word form, ie, 'stand:standing:stood'. The programs are not break proof but they can not be listed or changed.

The main difference between the two company's programs is that the Nisbet ones are straight teaching aids designed for use in schools, whereas the Blackboard ones are suitable for both home and school use. The Nisbet programs could make more use of colour, sound, and animation all of which are used by Blackboard. Also no games appear in Nisbet's programs — in fact no reward is given at all.

The quality of educational software, as this review shows is very varied and even programs by the same company can differ greatly in quality and content.

Supplier	Programs	Age	Price	Value (0-10)
Sinclair Research Ltd (for Blackboard Software) 25 Wilis Road Cambridge CB1 2AQ	*Castle Spellerous*	8-11	£7.95	9
	Capital Letters	8-11	£7.95	5
	The Apostrophe	8-11	£7.95	6
	Early Punctuation	8-11	£7.95	3
	Speech Marks	8-11	£7.95	8
	Alphabet Games	up to 8	£7.95	4
Nisbet Educational Software Digswell Place Welwyn Herts	*Reading Aids 1 and 2*	primary	£17.19 each	2

Time and motion

***John Scriven** reviews software for the BBC*

The programs reviewed here are all for the BBC machine, the most popular micro in both primary and secondary schools in Britain.

At last the message seems to be getting through that educational programs do not have to be boring. In fact, children are far more likely to learn if they find something interesting than if it's the same old diet, merely using the computer screen for display.

One area of early learning that always creates problems is that of telling the time. In spite of the number of digital watches, it is still necessary to be able to tell the time by means of traditional hands on a clockface.

Timeman One from Bourne Educational Services attempts to tackle this problem and states its aims clearly in the accompanying booklet. The program is "intended as a supplement to existing teaching methods using the motivational aspects of the microcomputer to encourage practice and so achieve the required skills". The program is not then intended to teach the time, but to reinforce these skills — a necessary aspect of any learning.

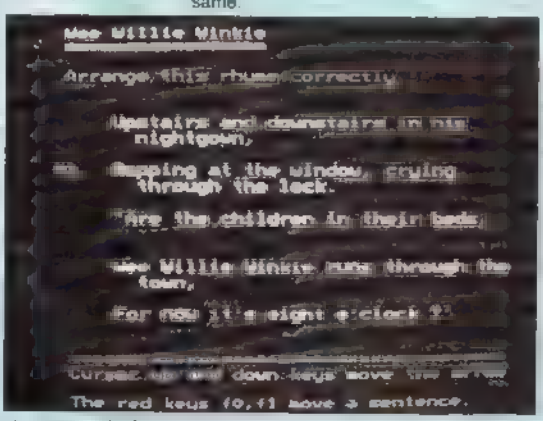
The screen shows a clock, the time in figures and words and a yellow face. On a correct response, the face smiles and a small figure climbs a ladder on the right of the screen. If the response is incorrect, the figure drops a rung. Eventually, the figure either falls off the bottom or plants a flag at the top. Although in concept, it is a good program, it does have one drawback. If the clock shows a quarter to five, you have to enter 45 minutes past four — a strange way to tell the time.

Although most children nowadays encounter computers at an early age, there are fewer programs available for this age range. One company that has attempted to fill this gap is Opalsoft. *Alphabet* comes complete with a little booklet that shows all the letters and the pictures that complement them. A picture appears along with a choice of letters. The cursor keys are used to move a pointer to the starting letter of the picture. If it's correct, the reward routine consists of a little cartoon sequence, complete with sound effects, eg, if you enter F for fire-engine, a siren sounds and the ladder extends while a little fireman ascends to the top. Lots of positive reinforcement, and an ideal program for the pre-school age group.

Acornsoft themselves have a wide range of educational programs. Some of them have been available for eighteen months and are showing their age somewhat, but their new catalogue contains fresh titles, nearly all of them in the drill category. *Word Sequencing* (ages 5-8 years), actually contains three programs, although the structure of each is almost identical. In *Proverbs and Sentences*, some words appear on the screen in wrong order, eg

"doctor An day a keeps apple away the"

Using the arrow keys to control a cursor, and two of the function keys to do the moving, the words have to be rearranged to form a well-known phrase or saying. When you think it's correct, a press on the full stop key will check it for you. In *Rhymes*, the lines of a nursery rhyme appear in different order, but the object and method are the same.



Sentence Sequencing (7-9 years), is practically identical to Word Sequencing, but shows sentences that have a logical order, eg

Growing Cress
Sell the crop
Prepare the soil
Harvest the crop
Water as necessary
Plant the seeds

The sentences have to be put in the correct order in a limited time. Although similar to the last program, this program requires a greater understanding of the text to achieve success.

Word Hunt (all ages), contains four programs, each differing only in the words held as data. It's not a long program, and I would have thought a better way would have been to load the words in from data files, which could be set up by the teacher. The display shows a word, such as 'Abroad' and 'Foreign', and the child has a limited amount of time in which to enter shorter words that can be made from the target word.

Missing Signs contains three similar programs. The first, *Signs*, displays a sum with the signs missing, the child has to enter the sign that will correctly complete the number sentence, and the program fills in the sign if two incorrect responses are made. The other two programs contain addition/subtraction or multiplication/division problems with missing +, -, or = signs:

5 + 7 ? 14 - 9

Number Balance contains two varieties: Add/Subtract and Multiply/Divide. The display shows a graphic "number balance", a weighing machine with equations on both sides. One of the numbers is missing, and has to be input by the child. If the number is correct, the balance arm swings until it is horizontal. Incorrect responses produce a swing to one side or the other.

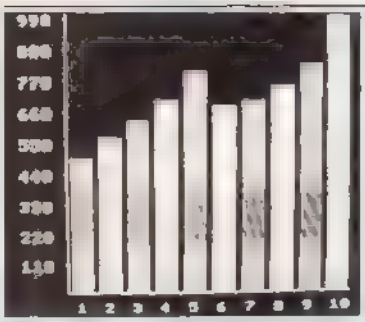
A selection of educational programs have been available for some time from A.S.K. (Applied Systems Knowledge Ltd), and they are now appearing with the Acornsoft Logo on their boxes. It is clear that these programs have been developed with a considerable amount of care to make them a complete package. They are all written using machine code, and are as professional in appearance as any arcade game, a fact that would not escape the notice of children.

Table Adventures contains a menu, and four mini-programs: *Rainbow's End*, *Shooting the Rapids*, *Underground Escape* and *Number Families*. *Rainbow's End* shows a wall of bricks, and after choosing a table between two and 10, you have to say how many jumps are necessary to reach the end of the rainbow, eg, in the six times table, you need eight jumps to reach 48. A little creature appears and attempts to steal your gold. If you've entered the incorrect answer, he takes it, otherwise you keep it. After five correct answers, a large pile of gold appears and you can play another game.

Children from Space is an original approach to learning English grammar. Two children, Beng and Zoma, need some help in learning awkward spellings, using past tenses, sorting out jumbled sentences

continued over the page ▶

Education special



and putting the correct work in context. The reason why children undoubtedly enjoy this program is that it is presented in the form of a game. The possible disadvantge is that they may tire of it earlier, but that doesn't seem to have been the case with the children whom I have seen using this program.

Garland Computing of Plymouth supply a range of cassettes for both primary and secondary age-ranges, and those aimed at younger children are all reasonably priced at £7. *Symmetry* contains four programs that involve drawing patterns that are symmetrical in some way, or in setting arrows to point at the correct axes.

Motion Geometry involves the concepts of reflection, translation, rotation and enlargements, and contains three separate programs.

Elementary Statistics contains three programs to display information in the form of graphs. *Barchart* is a universal bar graph drawer, and requires the axes to be labelled. Unfortunately, you can only enter up to 10 groups of data, which means that graphs comparing monthly information won't fit in, but otherwise it's a useful program. *Piechart* is similar, but plots a piechart with up to six slices shown in different colours. *Scatter* compares two sets of readings on a scattergram and shows how closely related they are.

Supplier	Program	Age	Price
A S K London Hse 68 Upper Richmond Rd London SW15	*Table Adventures* *Children from Space*	6-11 6-11	£9.95 £9.95
Acornsoft 4a Market Hall Cambridge CB2 3NJ	*Word Sequencing* *Word Hunt* *Sentence Sequencing* *Number Balance* *Missing Signs*	5-8 general 7-9 5-8 5-10	£11.90 £11.90 £11.90 £11.90 £11.90
Garland Computing 35 Dean Hill Plymouth PL9 9AF	*Symmetry* *Motion Geometry* *Elementary Statistics*	primary primary primary	£7.00 £7.00 £7.00
Bourne Educational Software Bedfield Lane Headbourne Worthy Winchester S023 7SQ	*Timeman 1*	4-8	£8.97
Opalsoft 112 Arterial Rd Eastwood Leigh-on-Sea Essex SS9 4DG	*Alphabet*	pre-school	£6.95

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Both authors are regular adventure players, and despite spending many hours in underground caverns throwing axes at dwarfs they still manage to write for a range of computer magazines. Both are regular contributors to *Which Micro?* and *Personal Computer News*, where Mike Gerrard writes their recently introduced adventure column. Peter Gerrard is the author of many of the titles in the Duckworth Home Computing list, including the *Exploring Adventures . . .* series, as well as contributing to *Popular Computing Weekly*, *Commodore Horizons* and *Micro Adventurers*.

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A souped-up tape recorder?

Engage any seasoned Oric 1 owner, myself for example, on the topic of the machine's little eccentricities and, somewhere near the top of a very long list, is likely to come the matter of the Oric's notorious tendency to resist all efforts to load software into it. That, in fact, was one of the principal reasons why, after a few months of dogged effort on my part to show who was boss, I finally acknowledged defeat late last year, since when the Oric has been a permanent resident in an unused desk drawer.

So, the arrival of the "new" Oric Atmos was of considerable interest. Even more intriguing was the promise of disc drives for the revamped machine, a development which might, at long last, lend some real credence to the claim that this was a contender for "serious" computing. In fact, the drives are also marketed for the Oric 1, but the micro may need to be appropriately modified.

The system uses the 3-inch Hitachi microdiscs, which have the advantage of being compact and all but indestructable, although most 5¼ inch floppy drives could be connected to the machine. Power-up gives a screen prompt to insert the systems disc and, once the Disc Operating System (DOS) is booted, you have the choice of help screens, a rapid demonstration, or getting on with using the 37,631 bytes left free. There are 17 DOS commands, each identified with a prefix of "!", and provisions are included for such niceties as wildcards in filenames. Each "master" drive, identifiable by having a red reset button at the rear, can have up to four "slaves" connected to it.

The most obvious drawback is the lack of the ability to get random access to any part of the disc. The system for which Oric has opted is identical to that involved when using a cassette, with the read/write head having to move through sectors in sequence. That doesn't matter too much where the disc contains a few long games programs, such as those included with the review copy. They loaded fast and properly every time. But it does make a noticeable difference when, using the Tansoft *Author* word processor for example, you build up a number of fairly short files such as letters.

Oric explain that they will be utilising random access in the DOS for the same drive when it is used with the proposed "business micro due later this year", and that the existing DOS was considered best suited to the home market. If it wasn't for the fact that the Bytedrive 500 for the Oric and Atmos is already available, with a hybrid cable which also repairs some of the gaps in the Basic, that argument might carry more weight. The question now is, if disc software does become more available, which system will the software houses opt for.

The new drive is a massive improvement, in terms of speed and reliability, on cassette — it leaves more memory free than the Bytedrive and it will be compatible with the next stage Oric micro. But it is the more limited of the two and anyone who is willing to lay out £270 on disc storage for a £170 micro may well want more than a drive which thinks it's a souped-up tape recorder.

Barbara Conway

Turbo

When we were young a turbo was the adult equivalent of "go-faster-stripes". We stuck stripes on our buggies, they fitted odd bumps onto the bonnets of their cars.

Nicholas Lloyds *Turbo* from Salamander is intended to add zip to Basic programs. With Basic each command is taken by the computer and converted to machine-code — executed, and then converted back to display the result. Even with the Beeb's speed this can slow down programs — particularly arcade-type games. *Turbo* takes your Basic and converts it once and for all into machine code which yo can then save and use directly. It cuts out the middle man.

Turbo uses only 2K of memory and does not have to be present once its work is done. True — it has limitations. *Turbo* requires each line to be just one Basic statement. It can only handle line numbers from 0 to 255 (the Beeb's command *Renumber* 1,1 makes that easy) but long programs may need to *Turbo*-charge sub-routines separately. Apart from line numbers and Mode numbers *Turbo* requires everything in hex. *Turbo* assumes all numbers are positive — so to tackle negative ones the helpful manual points out "you must take the complement (subtract from &FF and add 1)."

So what about limits on the Basic it will accept? It copes with many of the common keywords but not such fundamentals of BBC Basic as *Eval, Pi, Proc, Rnd* and the trignometric functions. Luckily, it can handle *Vdu* commands and they can be used for all sorts of purposes in the Beeb. The *Turbo* manual lists all the Basic keywords and in many cases shows how to achieve the same result using terms *Turbo* can cope with. Some of these are quite complicated to use. Tackling arrays and reading data generally means setting things up in Basic and then checking out the appropriate memory locaitons — not easy.

If you write your own programs then you can design them round *Turbo*'s powers to make the most of its undeniable speed enhancement — around 10 to 15 times faster in our simple tests.

The main snag is that writing for *Turbo* is not a whole lot easier than writing in machine-code. Though the manual claims it is an intermediate stage between Basic and machine-code we reckon you would need to know a fair bit about m/c before tackling *Turbo*.

If it is crucial to you to get extra speed you may be willing to tackle the business of using *Turbo*

But it isn't as straightforward in use as would first appear.

Dave and Jan Watterson
Program *Turbo* **Price** *£9.95*
Micro BBC/Electron **Supplier** Salamander, 17 Norfolk Road, Brighton, East Sussex.

Millionaire

The object of the latest release from Incentive Software is obvious from its less than original title, *Millionaire*, to make a million.

The means by which you are to make this money is by running a software house.

This seemed an appealing plot and so I settled down ready for a good game. It did not materialise. The program consists of a series of graphics screen displays which wait for you to press a key to decide on the various aspects of running a software house. These are almost unbelievably naive, and your choices are far too lim-

ited. Some aspects of managing such a company are interesting — choosing a name, for example, or setting the price of your programs. Every year there is the chance for you to give ratings to a few elements of a program, and this has some bearing on subsequent sales.

To me the features to choose from didn't seem particularly relevant. And in the end I began to feel the same way about the whole exercise. Especially since your values are checked against a 'master set' chosen by Incentive, who have at some point obviously decided that *Millionaire* is worth putting out as a program! The only aspect of the program that I can recommend is the graphics — but these are limited and do not begin to compare with the likes of *Scuba Dive* and other competitive new releases for the Spectrum.

David Lester

Program *Millionaire* **Price** £5.50 **Micro** 48K Spectrum **Supplier** Incentive Software, 54 London Street, Reading.

Forth Compiler

"Faster, Faster! — Don't let Basic slow you down" That's the message on the back of the large box that contains this implementation of the Forth programming language from Thurnall Engineering.

Inside the impressive package though you will find only a standard cassette tape and a small 32-page manual. Don't be put off, however — appearances can be deceptive.

The disadvantages of Basic as a language are well known, and they add up to the fact that it is, well, basic. It works, it's easy to learn, but it is slow. Machine-code, on the other hand, is a pig to learn, hard to debug, but fast. Is there a language that combines the speed of machine-code with Basic's ease of learning and use? You've guessed it: Forth does just that — well almost.

Loading the cassette into the Spectrum takes just over a minute and a half, at the end of which you are given a menu from which to enter programs and define your own Forth commands. After you have done this it compiles your source program into machine-code. Users who know only Basic will find Forth very strange to begin with, but remember what Basic felt like when you saw that for the first time, and be encouraged: you will get used to Forth. If you know something of machine-code you will find Forth familiar, but much more friendly than Assembly Language.

The manual is very much an introduction only, including just a few sample programs and brief descriptions of the predefined words and extended vocabulary provided. Newcomers will therefore need to supplement it with a major guide to Forth programming: indeed Alan Winfield's *The Complete Forth* is recommended as suitable.

My copy of the program had a bug which caused a system restart whenever there should have been an error report: not a good idea, but probably just a rogue tape. Assuming that this is not a problem, then *Forth Compiler* will offer good value to anyone who's begun to grow out of Basic and wants to increase the speed and power of their programs.

Simon Springett

Program *Forth Compiler* **Price** *£12.95* **Micro** Electron **Supplier** Sigma Technical Press/ Thurnall Engineering.

Eagle

Salamander's *Eagle* makes you a member of the 'Elite Intergalactic Geologists' — guiding your Eagle survey ship via the Beeb's keyboard through the four moons of the planet Thrug in search of rare trace elements.

Hazard abound, both above and below ground, and for sheer variety of screens to explore you will not be disappointed. Providing, that is, you manage to stay the course!

If you are aiming for a high score, then you will have to collect the iridium pods. My strategy, however, based on sound principles of self-preservation, involved collecting only those pods I happened to stumble across, whilst concentrating on avoiding the hazards.

After a while the game took its toll on me as frustration set in — my incompetent flying no doubt did not help the situation, but to my mind about ten times as much 'shield', or at least three lives per expedition instead of one, would not have been excessively generous.

Anyhow, I look forward to a time when I am able to discover what lies beyond the Desert Moon, and if anyone is able to descend through all five levels of each of the four moons of Thrug, then they certainly get my admiration.

I tried the game on some *bona fide* geologists, but any notions that they might qualify for "elite intergalactic geologist" status were quickly dispelled.

Simon Wilson

Program Eagle **Price** *£7.95* **Micro** BBC **Supplier** Salamander, 17 Norfolk Road, Brighton, East Sussex.

Kamakazi

A & F's *Kamakazi* shows just how well games manufacturers have been able to find ways round speed problems of the slothful Electron. This game certainly isn't slow.

With two options for controls and the option of slow or fast play, I found that even the slow speed doesn't stay slow very long.

Kamakazi sets you up to shoot down, with a moveable gun at the bottom of the screen, wave after wave of truly Kamakazi aircraft which come at you initially from a grouped formation at the top of the screen. Rather like space invaders but with aircraft. The planes drop out of the sky most unpredictably and at varying diagonal drops while still offloading bombs. You have to shoot whilst at the same time dodging bombs and aircraft.

You only have three lives, which are not made up at the beginning of a new wave of atack, so to get to the third wave, with only one life left (as I frequently did), does not give you much chance. I'm not much of an aircraft spotter but in my three waves of attack shot down single wing, biplanes and helicopters. I'd love to know what comes next — it might have been a flying bedstead — but try as I might, with only three lives, I could not get pas that third level

Whilst I was amazed at how A & F have conquered the speed problem, I was a little disappointed with their efforts with the Electron's sound channel at a time. For such a high speed, fast action game, it is a pretty subdued affair — there are no sound effects at all for the bombs dropping or to accompany the visual explosions when either you hit an aircraft or they smash you into smithereens.

Notwithstanding, when, at the end of three lives you are asked "Ready to try again?", you invariably press the space bar for another game

Fred Short

Program *Kamakazi* **Price** £6.90 **Micro** Electron **Supplier** A & F Software, Canal Side Industrial estate, Woodbine Street East, Rochdale, Lancashire OL16 5LB.

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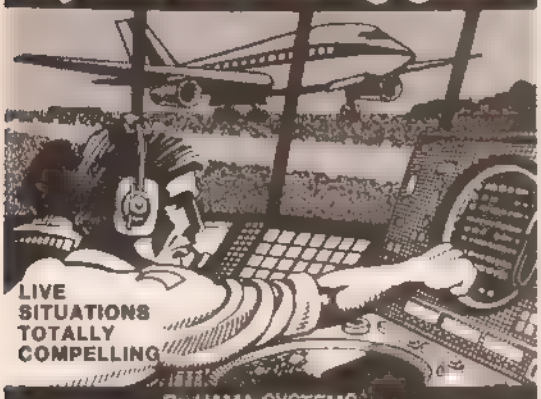

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* ZX81 Chart
Home Computing Weekly
1.6.83 and 11.1.83.

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200 + 100 = 300

***Jason Orbaum and Geoffrey Campbell** conclude their Assembly language series with a look at arithmetic commands*

Geoffrey Campbell (left) and Jason Orbaum

Last week we looked at the data handling commands available to the programmer, and this week we shall look at the arithmetic commands.

The commands *Sub* and *Add* perform straightforward addition and subtraction. Most of the addressing modes can be used, for example:

Suba #21 — subtract 21 from the contents of A;

Addb ,X — add the contents of the address pointed to by X to the contents of A;

Subd 2000 — subtract the contents of address 2000 from the contents of D;

Adda (2000) — add the contents of the address pointed to by the contents of address 2000 to the contents of A.

Unfortunately, if there is an overflow, ie, the answer is greater than the register concerned can hold, part of the answer is lost. For example, 200 + 100 = 300, but if we write a short program to do it:

```
Lda #200
Adda #100
```

the answer comes out as 45, which is clearly wrong. This is because the register can only hold a number between 0 and 255, and so, when it reaches 256, it goes back to 0. This is overcome by use of the Carry-Bit. If an overflow occurs, the Carry-Bit is set to 1, otherwise it is set to zero.

A similar pair of instructions are *Adc* and *Sbc*, which do the same, but also add or subtract the Carry-bit, and can therefore be used to correct overflow errors. It is possible to add the contents of the B register to the contents of the X register, using the *Abx* command, and this makes it a lot easier to keep track of a table of data or addresses.

Com, Neg, And, Or and Eor

The next five instructions are logical operators, for which you need a good understanding of the binary notation discussed in part five (*PCW* May 3-9).

The command *Com* will find the complement of a number. In other words, all ones become zeros, and vice versa. This means that, if the A register contained 00111010, then *Coma* = 11000101.

The *Neg* instruction will negate (find the two's complement of) a signed number, so that if the B register contained 10011001, then *Negb* = 01100111 or, in decimal, if B = −103, then *Negb* = 103.

And produces the logical *And* of two numbers. This means that, if two corresponding bits in the two numbers are set to one, then the corresponding bit in the answer is also set to one, otherwise it is set to zero. Hence:

00111010 *and* 10010010 becomes 00010010.

Likewise, *Or* produces the logical *Or* of two numbers. If one or other or both of two corresponding bits is set to one, then the corresponding bit in the answer is set to one, otherwise it is set to zero. Hence:

00111010 *or* 10010010 becomes 10111010.

Eor gives the logical Exclusive *Or* of two numbers. If one or the other, but not both, of two corresponding bits is set to one, then the corresponding bit in the answer is set to one, otherwise it is set to zero. Hence:

00111010 *Eor* 10010010 becomes 10101000.

The last instruction to be explained is one that is not found on many eight-bit processors at all. It is the *Mul* command. This will, as its name suggests, multiply two numbers together. The two numbers are held in the A and B registers, and the answer is to be found in the D register.

A ray of light

***Neil Barnes** presents an educational physics program for the 32K BBC model B with 1.2 OS*

Ray diagrams is an educational physics tutor, written in modes 2 and 7. The subject covered is ray diagrams and various options are open [illegible] the user, via a menu. Mode 7 is used for the menu and tutorial phases, while mode 2, with [illegible] 16 colours, is used for the graphical representations of these phases.

Accompanying the main program is a teletext title screen and, as the program is short, I would recommend it being typed in, even though it is not strictly necessary. All the spaces in the program are vital to the running of the program and must be copied exactly. These are especially important in the title screen.

Notes

PROC cursoroff	Turns cursor off
PROC big (A$,B,C,D)	Writes titles in double height: A$ — text to be printed. B — X position of starting place of text. C — colour character code D — Y position of starting place of text.
PROC menu	Displays options to user.
PROC centre	Centre ray phase.
PROC parallel	Parallel ray phase.
PROC diagram	Displays example diagram.
PROC convex	Displays a ray through a convex lens.
PROC concave	Displays a ray through a concave lens.
PROC end	End routine.
PROC space (X,Y,COL)	Displays "Press SPACE BAR to continue" [illegible] differing text and positions X — X position [illegible] text Y — Y position of text COL — colour character code.
PROC diagshow (x,y,c)	Prints a message x — x position of text y — y position of text c — colour character code

```
DUI,10
 L.
   10REM ****************
   20REM * TITLE SCREEN  *
   30REM * NEIL  BARNES  *
   40REM * FOR PCW APR84 *
   50REM *   PHYSICS!    *
   60REM ****************
   70CLS
   80A=154
   90 VDUA,145:PRINT"!!!!!    !        !   !    !!!!!!"
  100 VDUA,146:PRINT"w    j    w    !    w    w    w"
  110 VDUA,147:PRINT"w****    w    !    w w    w"
  120 VDUA,148:PRINT"w        w!!!!    w        !!!!!!"
  130 VDUA,149:PRINT"w        w    !    w        !!!!!!"
  140 PRINT
  150 VDUA,146:PRINT"                  !!!!!!"
  160 VDU133:PRINT" Written ";:VDUA,150:PRINT"          w"
  170 VDU130:PRINT"       by";:VDUA,147:PRINT"          w"
  180 VDUA,151:PRINT"                  w"
  190 VDU134,136:PRINT" N E I L";:VDUA,148,139:PRINT"        w"
  200 VDUA,149:PRINT"                  w"
  210 VDU130,136:PRINT" B A R N E S";:VDUA,145,137:PRINT" !
  220 PRINT
  230 VDUA,146:PRINT"          !!!!!!          !!!!!!"
  240 VDUA,147:PRINT"          w               w"
  250 VDUA,148:PRINT"          w               j!!!!!"
  260 VDUA,149:PRINT"          w                    z"
  270 VDUA,150:PRINT"          w!!!!!          !!!!!!"
  280 PRINT" ";:VDU133:CHAIN""
```

```
   10 REM ***************************
   20 REM *        RAY DIAGRAMS     *
   30 REM *        NEIL BARNES      *
   40 REM *        PCW APRIL 1984   *
   50 REM * HI TO EVERYONE AT       *
   60 REM * SCHOOL,ESPECIALLY       *
   70 REM * MR.TALBOT AND  E  WHO   *
   80 REM * GAVE SUPPORT AND        *
   90 REM * ENCOURAGEMENT           *
  100 REM ***************************
  110 DIM C$(6)
  120 VDU23,224,&0201;&0804;&2010;&8040;
  130MODE7
  140 PROCcursoroff
  150 PROCbig("PHYSICS",12,134,1)
  160 PRINTTAB(13,4)CHR$134"======="
  170VDU31,0,6,129:PRINT"This program should be used to help":VDU129:PRINT"pupil
s to understand the concept of"
  180 VDU31,11,10,130,136:PRINT"RAY DIAGRAMS"
  190 VDU31,0,13,134:PRINT"A menu will be displayed showing the"
  200 VDU134:PRINT"various options open the user."
  210 VDU31,0,20,157,129:PRINT"Designed and written by NEIL BARNES"
  220 VDU31,8,22,134:PRINT"Copyright (C) 1984"
  230 VDU31,3,24,131:PRINT"Press SPACE BAR for the menu"
  240 REPEAT A=GET:UNTIL A=32
  250 PROCmenu
  260DEFPROCbig(A$,B,C,D)
  270FOR A=1 TO 2:PRINTTAB(B,D+A)CHR$141CHR$C A$:NEXT
  280 ENDPROC
```

```
290DEFPROCcursoroff
300VDU23;8202;0;0;0;
310ENDPROC
320 DEFPROCmenu
330CLS:PROCbig("MENU",14,130,1)
340 PRINTTAB(16,4)"====="
350VDU31,0,0:FOR D=1 TO 6:PRINTTAB(1,D+6);D;".":NEXT
360 FOR L=1 TO 6
370 READ C$(L)
380 NEXT
390 RESTORE
400FOR LL=1 TO 6
410PRINTTAB(4,LL+6);C$(LL)
420NEXT
430 VDU31,3,18,131:PRINT"Please input your choice"
440 INPUTTAB(29,18)I:IF I<1 OR I>6 THEN PRINTTAB(28,18)STRING$(20," "):GOTO430
450 IF I=1 PROCcentre
460 IF I=2 PROCparallel
470 IF I=3 PROCdiagram
480 IF I=4 PROCconvex
490 IF I=5 PROCconcave
500 IF I=6 PROCend
510 ENDPROC
520DEFPROCaxis
530VDU19,0,4,0,0,0
540GCOL0,3
550MOVE0,640:MOVE0,512:DRAW1280,512:GCOL0,3
560MOVE640,1024:DRAW640,0
570 ENDPROC
580DEFPROCcentre
590 PROCcursoroff
600 CLS:PROCbig("CENTRE RAY",10,131,1)
610 PRINTTAB(12,4)"========="
620 VDU31,1,10,134:PRINT"A ray of light striking the optical"
630 VDU134:PRINT" centre carries straight on through."
640 PROCdiagshow(1,15,130)
650 PROCspace(5,22,129)
660 VDU22,2
670 PROCaxis
680GCOL0,5:MOVE405,790:DRAW900,200:VDU5:GCOL0,1:MOVE200,550:PRINT"Principal"
690MOVE200,500:PRINT"Axis":GCOL0,6:MOVE200,980:PRINT"Centre  Ray":MOVE380,100:
PRINT"Lens"
700 REPEAT UNTIL GET=32
710 VDU22,7:PROCmenu
720DATA Diagram of a centre ray,Diagram of a parallel ray,Construction of a d:
agram,Diagram of a convex lens,Diagram of a concave lens,End of program
730DEFPROCspace(X,Y,COL)
740 VDU31,X,Y,COL:PRINT"Press SPACE BAR for diagram"
750 REPEAT UNTIL GET=32
760 ENDPROC
770 DEFPROCparallel
780 PROCcursoroff
790CLS:PROCbig("PARALLEL RAY",9,130,1)
800 PRINTTAB(11,4)"==========="
810 VDU31,1,10,131:PRINT"This is a ray of light which is"
820 VDU134:PRINT" parallel to the principal axis."
830 PROCdiagshow(1,17,133)
840 PROCspace(4,22,130)
850 VDU22,2
860 PROCaxis
870 GCOL0,5:MOVE0,725:DRAW640,725
880 GCOL0,7:DRAW1200,512
890 VDU5:MOVE100,1000:GCOL0,0:PRINT"Parallel  Ray"
900 MOVE380,100:PRINT"Lens"
910 GCOL0,7:MOVE1200,550:PRINT"F":MOVE200,500:PRINT"F"
920 REPEAT UNTIL GET=32
930 VDU22,7:PROCmenu
940DEFPROCdiagshow(r,y,c)
950 VDU31,r,y,c:PRINT"The diagram will be shown until the"
960 VDU c:PRINT" SPACE BAR is pressed."
970 ENDPROC
980 DEFPROCdiagram
990 PROCcursoroff
1000CLS:PROCbig("CONSTRUCTING THE DIAGRAM",5,133,1)
1010 PRINTTAB(7,4)"=========== === ======="
1020 VDU31,1,8,134:PRINT"To begin constructing a":VDU31,25,8,129,136:PRINT"RAY
DIAGRAM"
1030 VDU134:PRINT" a skeleton diagram must first be"
```

continued over the page ▸

```
1040 VDU134:PRINT" constructed."
1050 PRINT':VDU131:PRINT" The lens is drawn as a vertical line."
1060 VDU131:PRINT" The reference point";:VDU133:PRINT;"2F";:VDU131:PRINT"is twi
ce as far";:VDU131:PRINT" from the lens as the principal focus"
1070 VDU133:PRINT;" F.";:VDU131:PRINT"The object is drawn as a vertical"
1080 VDU131:PRINT" arrow."
1090  PRINT':VDU129:PRINT"    Press SPACE BAR to continue":REPEAT UNTIL GET=32:
CLS:PROCcursoroff:PROCbig("CONSTRUCTING THE DIAGRAM",5,133,1):PRINTTAB(7,4)"===
=========="
1100 PRINT''TAB(1,6);:VDU134:PRINT"The ray diagram is completed by drawing";:VDU
134:PRINT"the";:VDU130:PRINT"centre ray";:VDU134:PRINT"and";:VDU130:PRINT"parall
el ray";:VDU134:PRINT"from":VDU134:PRINT"the top of the arrow."
1110 PRINT':VDU131:PRINT"The top of a real image is formed at":VDU131:PRINT"the
 point where the rays cross.":PRINT':VDU129:PRINT"If the rays diverge,the point"
;:VDU130:PRINT"from":VDU130:PRINT"which they appear to come":VDU129:PRINT"is th
e"
1120 VDU129:PRINT;"top of the";:VDU130:PRINT"virtual";:VDU129:PRINT"image.":VDU
31,0,0
1130 PROCspace(4,24,135):VDU22,2:PROCaxis:MOVE150,512:DRAW150,595:VDU5:MOVE119,
610:GCOL0,7:PRINT"^":MOVE200,610:GCOL0,5:PRINT"object"
1140 MOVE180,512:GCOL0,3:DRAW180,400:GCOL0,5:VDU5:MOVE135,380:PRINT"2F":MOVE550
,512:GCOL0,3:DRAW550,400:MOVE520,380:GCOL0,5:VDU5:PRINT"F":MOVE830,512:GCOL0,3:D
RAW830,400:MOVE1170,512:DRAW1170,400
1150 MOVE805,380:GCOL0,5:VDU5:PRINT"F":MOVE1120,380:PRINT"2F":GCOL0,6:MOVE140,9
80:PRINT"Example  Diagram":MOVE380,100:PRINT"Lens":MOVE700,600:GCOL0,1:PRINT"Pri
ncipal":MOVE860,550:PRINT"Axis":REPEAT UNTIL GET=32:VDU22,7:PROCmenu
1160ENDPROC
1170DEFPROCconvex
1180 PROCcursoroff
1190CLS:PROCbig("DIAGRAM FOR A CONVEX LENS",4,134,1)
1200 PRINTTAB(6,4)"=========== === = ======= ====
1210 VDU31,1,8,133:PRINT"For a";:VDU130:PRINT"convex";:VDU133:PRINT"lens the pa
rallel ray is":VDU133:PRINT" bent so that it goes through the far":VDU133:PRINT"
 principal focus."
1220 PRINT:VDU131:PRINT" This ray diagram is for a";:VDU130:PRINT"convex";:VDU1
31:PRINT"lens":VDU131:PRINT" with the object beyond";:VDU130:PRINT"2F."
1230 PROCdiagshow(1,17,129):PROCspace(5,24,134):VDU22,2:PROCaxis
1240 MOVE100,512:GCOL0,3:DRAW100,600:VDU5:MOVE70,600:GCOL0,7:PRINT"^":MOVE77,61
3:GCOL0,5:DRAW1200,410:MOVE77,513:GCOL0,2:DRAW640,615:GCOL0,6:DRAW1100,300
1250 MOVE120,670:VDU5:GCOL0,1:PRINT"Parallel  :MOVE900,500:PRINT"Centre":MOVE130
,512:GCOL0,3:DRAW130,400:MOVE500,512:DRAW500,400
1260 MOVE800,512:DRAW800,700:MOVE1200,512:DRAW1200,700:MOVE100,370:GCOL0,6:VDU5
:PRINT"2F":MOVE475,370:PRINT"F"
1270 MOVE790,750:PRINT"F":MOVE1150,750:PRINT"2F"
1280 MOVE840,460:GCOL0,3:DRAW840,300:VDU5:GCOL0,1:MOVE700,300:PRINT"Image":MOVE
200,975:PRINT"Convex  Lens":MOVE380,100:PRINT"Lens"
1290 REPEAT UNTIL GET=32:VDU22,7:PROCmenu
1300 ENDPROC
1310DEFPROCconcave
1320 PROCcursoroff
1330 CLS:PROCbig("DIAGRAM FOR A CONCAVE LENS",3,129,1)
1340 PRINTTAB(5,4)"======= === = ======= ====
1350 VDU31,1,8,134:PRINT"The only";:VDU130:PRINT"RAY DIAGRAM";:VDU134:PRINT"for
 a concave":VDU134:PRINT" lens is the one shown in the diagram."
1360 PRINT:VDU130:PRINT" The virtual image is shown as a dashed":VDU130:PRINT"
line."
1370 PROCdiagshow(1,15,133):PROCspace(4,24,131):VDU22,2:PROCaxis
1380 MOVE300,700:GCOL0,5:DRAW1175,250:MOVE400,520:VDU5:GCOL0,6:MOVE400,550:VDU2
24:MOVE500,600:VDU224:MOVE600,650:VDU224:MOVE700,700:VDU224
1390 MOVE300,700:GCOL0,2:DRAW640,700:MOVE300,512:GCOL0,3:DRAW300,800:VDU5:GCOL0
,5:MOVE275,820:PRINT"^"
1400 MOVE50,512:GCOL0,3:DRAW50,430:GCOL0,5:VDU5:MOVE[illegible],400:PRINT"2F":MOVE300,512
:GCOL0,3:DRAW300,430:GCOL0,5:VDU5:MOVE275,400:PRI[illegible]"
1410 MOVE900,512:GCOL0,3:DRAW900,650:MOVE1150,51[illegible]W1150,650:MOVE880,690:VDUF
:GCOL0,5:PRINT"F":MOVE1100,690:PRINT"2F"
1420 MOVE660,300:GCOL0,1:PRINT"Centre":MOVE380,100:PRINT"Lens":MOVE150,975:PRIN
T"Concave  Lens"
1430 REPEAT UNTIL GET=32:VDU22,7:PROCmenu
1440 ENDPROC
1450 DEFPROCend
1460 CLS:PROCbig("END OF PROGRAM",9,134,1)
1470 PRINTTAB(11,4)"=== == =======
1480 VDU31,1,8,130:PRINT"Do you want to leave the program";:INPUTD$
1490 IF D$="Y" OR  D$="N" OR D$="y"OR D$="n"THEN 1500 ELSE GOTO1480
1500 IF D$="Y" OR D$="y"THEN END
1510 IF D$="N" OR D$="n"THEN CLS:PROCmenu
1520 ENDPROC
```

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Extended sets

***Alan Turnbull** shows how Sinclair Basic can be extended for those with Interface 1*

To everyone in possession of a Sinclair ZX Spectrum and ZX Interface 1, the introduction of the facility to enable programmers to extend the command set of the ZX Basic language was surely very welcome (many programmers feel it was a glaring omission from previous Sinclair systems).

This article introduces two such additions to Sinclair Basic: a command which allows *Pokes* to be executed with 16-bit integer values (the equivalent of the *Dpoke* command found on some other computers) and a similar command which allows strings to be specified as the data operand (useful for creating data tables in memory). The syntax of each new command is as follows:

(1) POKE! [address], [16-bit integer]
(2) POKE $ [address], [string]

An example of the first command would be:

```
POKE! myaddress-49152+offset*8,RND*32767
```

which would *Poke* the low byte of *Rnd*32767* into address *myaddress-49152+offset*8* and the high byte of *Rnd*32767* into the address *myaddress-49152+offset*8+1*.

An example of the second command is:

```
POKE $30000, "Q-L -- Quantum Leap or Quite Late?"
```

which would *Poke* the string into loctions 30000 onwards.

Figure 1 shows the machine code routine which adds these commands to ZX Spectrum Basic and it has been assembled in the ZX Printer buffer (because I do not use that area). The routine is relocatable in Ram, but remember that the ZX Interface 1 system variable *Vector* (addresses 23735, 23736) must be altered accordingly to point to the start of the routine.

Figures 2 and 3 show example Basic programs using these new commands. They are not meant to be of any use — merely illustrations.

In Figure 1, the following points should be noted:

(1) In line 100, *Calbas* is the address of the 'shadow' Rom routine which permits the calling of subroutines in the 'base' or 'main' Rom. (2) Lines 110–140 and 180 give the hexadecimal addresses of various routines in the 'main' Rom used for checking syntax and collecting results from the calculator stack (as distinct from the Z80 microprocessor stack).
(3) In line 150, *Err-6* is the address of a routine in the 'shadow' Rom which is normally entered upon syntax failure (when the system variable *Vector* is not altered).
(4) In line 160, *Chkend* is the address of a routine in the 'shadow' Rom which accepts a line of Basic in 'syntax time' and jumps to Basic, but in 'run time' simply returns.
(5) In line 170, *End-1* is the address of a routine in the 'shadow' Rom which jumps to Basic when a command has been successfully executed.
(6) In line 190, *Sh-err* is the address in the 'shadow' Rom of a restart routine which reports an Interface 1 error. This restart is followed by a single data byte.
(7) In line 210, the accumulator is tested for 206 less than the token code for *Poke* because of calculations performed in the 'shadow' Rom just before the jump to the address through *Vector* is done.
(8) In line 390, the 'main' Rom routine *Getstr* fetches the 'parameters' of a string from the calculator stack with its length in the *Bc* register pair and its address in the *De* register pair.
(9) In lines 430, 660 and 690, the 'main' Rom routine *Getint* fetches a 16-bit integer from the calculator stack and returns it in the *Bc* register pair.

I hope that readers will find these two new commands useful and that they will use the information presented here, and in the two books on the ZX Microdrive/ZX Interface 1 system by Dr Ian Logan and Andrew Pennell, to develop their own, new Basic commands on the Spectrum.

```
Pass 1 errors: 00

                    10 * Machine-code routine for Sinclair ZX Spectrum and
                    20 * ZX Interface 1 to add the new commands:
                    30 * POKE $ <address>,<string>
                    40 * POKE ! <address>,<16 bit integer>.
                    50 *
                    60 * (c) COPYRIGHT 1984 Alan Turnbull.
                    70 *
                    80 *
00F4                90 POKE    EQU  244          ; code for token 'POKE'
0010               100 CALBAS  EQU  16           ; restart for calling 'base' ROM
0020               110 NXTCH   EQU  #0020        ; 'main' routine-fetch next char
1C82               120 XPTNUM  EQU  #1C82        ; 'main' sub-expect numeric exp.
1C8C               130 XPTSTR  EQU  #1C8C        ; 'main' sub-expect string exp.
2BF1               140 GETSTR  EQU  #2BF1        ; 'main' routine-get string params
01F0               150 ERR_6   EQU  #01F0        ; 'shadow' sub-normal syntax fail
05B7               160 CHKEND  EQU  #05B7        ; 'main' routine-accept statement
05C1               170 END_1   EQU  #05C1        ; routine to return to 'main' ROM
1E99               180 GETINT  EQU  #1E99        ; 'main' routine - get 16 bit int.
0020               190 SH_ERR  EQU  32           ; 'shadow' restart to report errors
5B00               200         ORG  23296        ; in ZX Printer buffer
5B00 FE26          210         CP   POKE-206     ; was token 'POKE'?
5B02 C2F001        220         JP   NZ,ERR_6     ; jump if not
5B05 D7            230         RST  CALBAS       ; call a routine in 'main' ROM
5B06 2000          240         DEFW NXTCH        ; collect next character
5B08 FE24          250         CP   "$"          ; is seperator a '$'?
5B0A 2026          260         JR   NZ,DOUBLE    ; jump to other module if not
5B0C D7            270         RST  CALBAS       ; call 'main' routine
5B0D 2000          280         DEFW NXTCH        ; collect next character
5B0F D7            290         RST  CALBAS       ; call 'main' routine
5B10 821C          300         DEFW XPTNUM       ; expect address
5B12 FE2C          310         CP   ","          ; is next character a ','?
5B14 201A          320         JR   NZ,ERRC      ; if not, report syntax error
5B16 D7            330         RST  CALBAS       ; call 'main' routine
```

```
5B17 2000       340         DEFW NXTCH        ; collect next character
5B19 D7         350         RST  CALBAS       ; call 'main' routine
5B1A 8C1C       360         DEFW XPTSTR       ; expect a string expression
5B1C CDB705     370         CALL CHKEND       ; accept statement & return/run:
5B1F D7         380         RST  CALBAS       ; call 'main' routine
5B20 F12B       390         DEFW GETSTR       ; collect string parameters
5B22 C5         400         PUSH BC           ; save length
5B23 D5         410         PUSH DE           ; save source address
5B24 D7         420         RST  CALBAS       ; call 'main' routine
5B25 991E       430         DEFW GETINT       ; collect 16 bit integer
5B27 C5         440         PUSH BC           ; transfer it
5B28 D1         450         POP  DE           ; (now destination address)
5B29 E1         460         POP  HL           ; retrieve source address
5B2A C1         470         POP  BC           ; retrieve length
5B2B EDB0       480         LDIR              ; move data
5B2D C3C105     490         JP   END_1        ; return: finished
5B30 E7         500 ERRC    RST  SH_ERR       ; report a 'shadow' error
5B31 00         510         DEFB 0            ; C Nonsense in BASIC
5B32 FE21       520 DOUBLE  CP   "!"          ; is seperator '!'?
5B34 20FA       530         JR   NZ,ERRC      ; report syntax error if not
5B36 D7         540         RST  CALBAS       ; call 'main' routine
5B37 2000       550         DEFW NXTCH        ; collect next character
5B39 D7         560         RST  CALBAS       ; call 'main' routine
5B3A 821C       570         DEFW XPTNUM       ; expect a numeric exp. (address)
5B3C FE2C       580         CP   ","          ; is seperator a ','?
5B3E 20F0       590         JR   NZ,ERRC      ; report syntax error if not
5B40 D7         600         RST  CALBAS       ; call 'main' routine
5B41 2000       610         DEFW NXTCH        ; collect next character
5B43 D7         620         RST  CALBAS       ; call 'main' routine
5B44 821C       630         DEFW XPTNUM       ; expect numeric expression (value)
5B46 CDB705     640         CALL CHKEND       ; accept statement & return/run:
5B49 D7         650         RST  CALBAS       ; call 'main' routine
5B4A 991E       660         DEFW GETINT       ; collect a 16 bit integer (value)
5B4C C5         670         PUSH BC           ; save it
5B4D D7         680         RST  CALBAS       ; call 'main' routine
5B4E 991E       690         DEFW GETINT       ; collect 16 bit int. (address)
5B50 C5         700         PUSH BC           ; transfer it
5B51 DDE1       710         POP  IX           ;
5B53 C1         720         POP  BC           ; retrieve value
5B54 DD7100     730         LD   (IX+0),C     ; load low byte
5B57 DD7001     740         LD   (IX+1),B     ; load high byte
5B5A C3C105     750         JP   END_1        ; return  finished

Pass 2 errors  00

CALBAS 0010    CHKEND 05B7
DOUBLE 5B32    END_1  05C1
ERRC   5B30    ERR_6  01F0
GETINT 1E99    GETSTR 2BF1
NXTCH  0020    POKE   00F4
SH_ERR 0020    XPTNUM 1C82
XPTSTR 1C8C

Table used    175  from   510
```

```
10 FOR A=16384 TO 23295 STEP 5
20 POKE !A,RND*65535
30 NEXT A
40 PAUSE 0
```

```
10 FOR A=16384 TO 23264 STEP 64
20 POKE $A,"!@###%&'( )_(>ABCDEFG
HIJKLMNOPQRSTUVWXYZabcdefghijkl
mnopqrstuvwxyz"
30 NEXT A
40 PAUSE 0
```

Beep, beep, beep

Adrian Warman presents a simple machine code utility program

Although the Commodore 64 computer is perfectly standard in that it uses the Ascii character set, one of the more noticeable characteristics is that the machine does not comply completely with the usual functions performed by some of the codes. A good example of this is the Ascii code BEL, which has the code number 7.

On the majority of Ascii based computers, the following Basic instruction — *Print Chr$(7)* will result in the output of a short tone or 'beep'. This is not the case with the Commodore 64.

The main aim of this program is to provide the CBM 64 with such a facility. While in itself such a feature may appear to be of little use, it is nevertheless a short compact routine that can be easily modified to produce a range of tones and frequencies. In addition, the coding used in the program demonstrates one way of intercepting and manipulating the data being used by the system as it performs its 'housekeeping' tasks.

Simply load (or type in) the Basic loader program. When Run, this will store the machine code. To activate, simply type *Sys 49152*. From then on, whenever *Print Chr$(7)* or an equivalent appears, a tone will be produced by the computer.

By looking through the invaluable *Commodore 64 Programmers Reference Guide*, while paying particular attention to the memory map of system locations, you can see that memory locations *$0326* and *$0327* contain what is described as the *'Kernal Chrout Routine Vector'*. This is one of the most important vectors in the computer, in that whenever the computer is outputting a character (to the disc, the screen or to the printer), the character is placed into the accumulator register of the 6510 CPU, and the routine addressed by this vector is called. This means that, by 'intercepting' this vector, we can inspect the character that is about to be output before it is finally 'sent'.

Lines 1090-1130 redirect this vector to point to an extra little routine, called *Bellscan*. Note that this new routine can be relocated to any position in memory, but that the vector at *$0326* and *$0327* must then be changed to point to the new start position. From then on, whenever a character is about to be output by the computer, the CPU will first jump to the new routine.

Lines 1220-1240 first of all store the current character in the *A* register. We are manipulating the system routines in a special fashion, and for safety reasons (ie. we don't want the computer to crash!) we attempt to make the routine as transparent as possible. We will only use the *A* register in this program, so we must preserve its contents in a convenient place — here, the stack is used.

Having stored the contents of *A*, we now test to see if it is the Ascii code 7 — *Bel*. If not, we do not want to produce a 'beep', so skip over the next few instructions.

Lines 1300-1400 having found the *Bel* character, we want to produce a short 'beep'. This will be done using the powerful Sid chip. First of all, it is necessary to set up the parameters for producing the 'beep'. It is assumed that we will use voice number 3 to produce the tone. (In this next section of the description, you may find it helpful to refer to the Sid description in the *CBM 64 Programmers Reference Guide*).

After clearing the *A* register (line 1300), the low frequency selector of voice 3, and the attack/decay register of voice 3, are both set to zero (lines 1310 and 1320). The high frequency of voice 3 is set to *$40* (lines 1330 to 1340). Thus, the overall frequency of voice 3 is *$4000* (just above B of the fifth octave!).

Next, we then set the sustain/release value to *$F8* (lines 1350 to 1360). This means that the tone will be 'sustained' at the maximum volume, and when released, the tone will die away over a period of about 300 ms (which is just nicely long enough).

Last of all, the master volume must be set (to the maximum) at *$0F* (lines 1370 to 1380). This done, we want to actually hear the sound, so the Triangle waveform is selected and switched on (lines 1390 to 1400).

Lines 1410-1440 produce a very slight delay by a simple loop, to enhance the sound (which will then be in its 'sustain' phase). Lines 1450-1460 disable the wave (which causes it to enter the 'release' phase), but note that the Triangle waveform is still selected. If this was not the case then nothing would be heard during the release phase.

Lines 1480-1490 provide the tidy exit from the program (it is these lines that the CPU jumps if a *Bel* character was not found). First of all, the old *A* register data is reloaded, and then a jump is made back into the Rom routine for handling character output in the usual fashion.

```
1000 REM BASIC LOADER FOR ASCII 'BEL' PROGRAM.
1010 :
1020 REM BY A.WARMAN
1030 :
1040 ADDRESS=49152
1050 SUM=0
1060 :
1070 FOR LOC=ADDRESS TO ADDRESS+59
1080  READ DATUM
1090  POKE LOC,DATUM
1100  SUM=SUM+DATUM
1110 NEXT LOC
1120 :
1130 IF SUM<>6884 THEN PRINT "SUM ERROR."
1140 STOP
1150 :
1160 DATA 169, 11,141, 38,  3,169,192,141
1170 DATA  39,  3, 96, 72,201,  7,208, 40
1180 DATA 169,  0,141, 14,212,141, 19,212
1190 DATA 169, 64,141, 15,212,169,248,141
1200 DATA  20,212,169, 15,141, 24,212,169
1210 DATA  17,141, 18,212,169,  0, 24,105
1220 DATA   1,208,251,169, 16,141, 18,212
1230 DATA 104, 76,202,241
```

```
1000 C000           *=$C000
1010 C000           ;
1020 C000           ; ASCII 'BEL' CHARACTER FOR THE CBM 64 COMPUTER.
1030 C000           ;
1040 C000           ; BY A.WARMAN
1050 C000           ;
1060 C000           ; FIRST REDIRECT OUTPUT VECTOR TO
1070 C000           ; INTERCEPT EACH CHARACTER.
1080 C000           ;
1090 C000 A90B            LDA #<BELLSCAN
1100 C002 8D2603          STA $0326
1110 C005 A9C0            LDA #>BELLSCAN
1120 C007 8D2703          STA $0327
1130 C00A 60              RTS
```

continued on page 35

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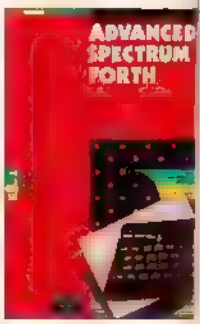

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```
1140 C00B          !
1150 C00B          !
1160 C00B          ! EACH TIME A CHARACTER IS OUTPUT, THIS
1170 C00B          ' ROUTINE IS CALLED FIRST. A COMPARISON
1180 C00B          ' IS MADE TO SEE IF THE CHARACTER IS
1190 C00B          ! ASCII CODE 7 ("BEL"). IF NOT, THEN
1200 C00B          ' PROCEED TO OUTPUT NORMALLY.
1210 C00B          '
1220 C00B 48       BELLSCAN    PHA
1230 C00C C907                 CMP #$07
1240 C00E D028                 BNE NOTBELL
1250 C010          '
1260 C010          ' FIRST DEFINE CERTAIN VALUES FOR THE SOUND
1270 C010          ' CHIP, "SID". ALL SOUND WILL COME
1280 C010          ' FROM VOICE CHANNEL 3.
1290 C010          '
1300 C010 A900                 LDA #$00
1310 C012 8D0ED4               STA $D40E          ' RESET LOW FREQUENCY.
1320 C015 8D13D4               STA $D413          ' RESET ATTACK/DECAY.
1330 C018 A940                 LDA #$40
1340 C01A 8D0FD4               STA $D40F          ' SET HIGH FREQUENCY.
1350 C01D A9F8                 LDA #$F8
1360 C01F 8D14D4               STA $D414          ' SET SUSTAIN/RELEASE.
1370 C022 A90F                 LDA #$0F
1380 C024 8D18D4               STA $D418          ! SET MAXIMUM VOLUME.
1390 C027 A911                 LDA #%00010001     ' SELECT AND ENABLE
1400 C029 8D12D4               STA $D412          ' TRIANGLE WAVE,
1410 C02C A900                 LDA #$00           ' PRODUCE A DEFINITE
1420 C02E 18       DLYLOOP     CLC                ' DELAY BEFORE THE
1430 C02F 6901                 ADC #$01           ! RELEASE PHASE.
1440 C031 D0FB                 BNE DLYLOOP
1450 C033 A910                 LDA #%00010000
1460 C035 8D12D4               STA $D412          ' DISABLE WAVE.
1470 C038          '
1480 C038 68       NOTBELL     PLA                ' RELOAD CHARACTER.
1490 C039 4CCAF1               JMP $F1CA          ! DO NORMAL OUTPUT.
LABELS:
 C00B BELLSCAN       C02E DLYLOOP        C038 NOTBELL
```


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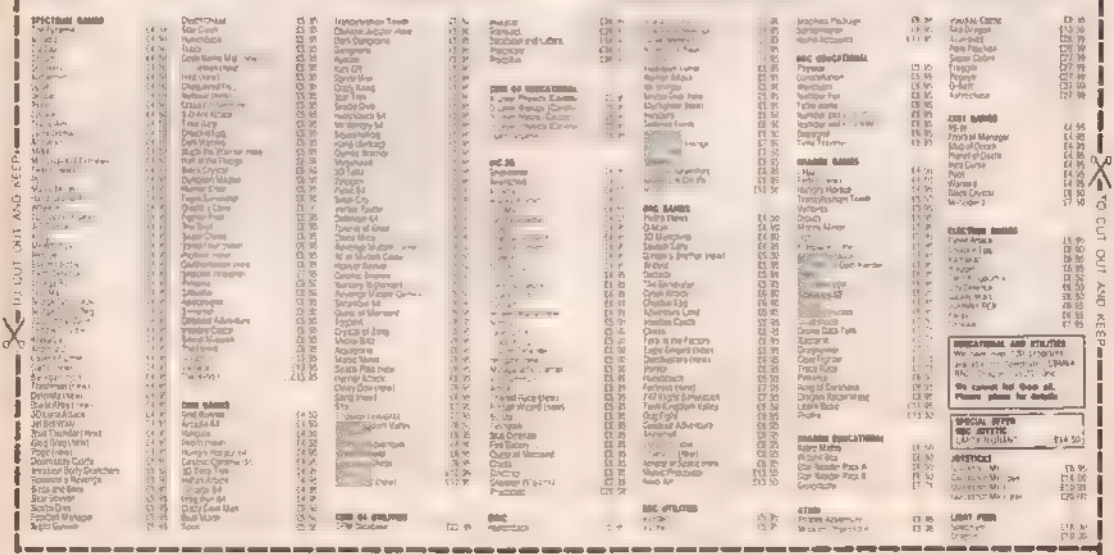

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Character Drawer

on Vic20

This is a program for the unexpanded Vic-20, together with the Vic-1520 printer/plotter. It allows the user to print out user-defined graphics and the full Vic character set in either normal or reversed mode, and in a large variety of sizes. Here is an explanation of how to use it:

1. Press the number corresponding ■ the graphics set you wish to use. If you use 7 or 8 then the characters should first be in the memory before this program is run. To save time, press nine if you don't want to change the characters in memory.
2. No. of character: Refer to page 141-142 of your user guide. Enter a number. This number depends on the character set you choose.
3. X Axis size: Enter a number from 1 to 50. This sets the width of the character. 1 ■ about equal to the 80 character mode on the vic-1520.
4. Y Axis size: Enter a number from 1 ■ 50. This sets the height of the character. 1 is about equal to the 80 character mode on the vic-1520.
5. x Axis start: Enter a number from 0 to 470. This sets the horizontal start position. ■ the x axis size is large then this number should be small and vice versa.
6. y Axis start: Enter a number from 0 to +/− 998. This sets the vertical start position.

If you have user-defined characters in a program that are placed together to form a larger character, then you can do the same on your plotter with some simple mental arithmetic, ie, if the character width is 10 and the x axis start position of the first character is 100, then the x axis start of the second character would be 180. The formula for this is:

char 2 x axis start = char 1 x axis start +(char width *8)

To put characters under one another use the same method.

```
0 OPEN1,6,1:GOSUB50
1 PRINT"{DOWN}NO. OF CHARACTER":INPUTA:A=A-AA
:C=7168+8*A
2 PRINT"X AXIS SIZE":INPUTSI:PRINT"Y AXI
S SIZE";INPUTSZ
3 PRINT"X AXIS START":INPUTP
4 PRINT"Y AXIS START":INPUTH:GOSUB200
5 FORB=CTOC+7:FORI=1TOSZ
10 IFPEEK(B)AND128THENX=P:Y=P+SI:GOSUB30
11 IFPEEK(B)AND64THENX=P+SI:Y=P+SI*2:GOS
UB30
12 IFPEEK(B)AND32THENX=P+SI*2:Y=P+SI*3:G
OSUB30
13 IFPEEK(B)AND16THENX=P+SI*3:Y=P+SI*4:G
OSUB30
14 IFPEEK(B)AND8THENX=P+SI*4:Y=P+SI*5:GO
SUB30
15 IFPEEK(B)AND4THENX=P+SI*5:Y=P+SI*6:GO
SUB30
16 IFPEEK(B)AND2THENX=P+SI*6:Y=P+SI*7:GO
SUB30
17 IFPEEK(B)AND1THENX=P+SI*7:Y=P+SI*8:GO
SUB30
18 H=H-1:NEXT:NEXT
19 CLOSE1:GOTO0
30 PRINT#1, "M",X,H:PRINT#1, "D",Y,H:RETUR
N
50 PRINT"{DOWN}CHOOSE :-"
51 PRINT"{DOWN}1. UPPER CASE":PRINT"2. UPPER
CASE REVERSED":PRINT"{DOWN}3. LOWER CASE"
52 PRINT"4. LOWER CASE REVERSED":PRINT"{DOWN}
5. GRAPHICS":PRINT"6. GRAPHICS REVERSED"
55 PRINT"7. USER DEFINED":PRINT"8. USER
DEFINED REV.":PRINT"9. RUN PROGRAM"
56 PRINT"10. LOWER C. GRAPHICS":PRINT"11
 LOWER C. GRAPHICS REVERSED"
57 INPUTA$
58 IFVAL(A$)<1ANDVAL(A$)>11THEN57
59 ONVAL(A$)GOTO100,110,120,130,140,150,
160,170,180,185,190
60 GOTO57
100 AA=0:FORA=7168TO7679:POKEA,PEEK(A+25
600):NEXT:RETURN:REM**SET UPPER CASE**
110 AA=0:FORA=7168TO7679:POKEA,PEEK(A+26
624):NEXT:RETURN:REM**SET REVERSED UPPER
 CASE**
120 AA=0:FORA=7168TO7679:POKEA,PEEK(A+27
648):NEXT:RETURN:REM**SET LOWER CASE**
130 AA=0:FORA=7168TO7679:POKEA,255-PEEK(
A+27648):NEXT:RETURN:REM**SET REVERSED L
OWER CASE**
140 AA=64:FORA=7168TO7679:POKEA,PEEK(A+2
6112):NEXT:RETURN:REM**SET GRAPHICS**
150 AA=64:FORA=7168TO7679:POKEA,255-PEEK
(A+26112):NEXT:RETURN:REM**SET REVERSED
GRAPHICS**
160 PRINT"{DOWN}IF THE SHAPES ARE IN  THE MEM
ORY, THEN PRESSANY KEY TO CONTINUE."
161 PRINT"{DOWN}IF NOT,THEN LOAD AND  RUN A P
ROGRAM WITH    USER DEFINED"
162 PRINT"GRAPHICS.THEN RE-LOAD THIS ONE
163 GETA$:IFA$=""THEN163
164 AA=0:RETURN
170 FORA=7168TO7679:POKEA,255-PEEK(A):NE
XT:RETURN
180 RETURN
185 AA=64:FORA=7168TO7679:POKEA,PEEK(A+2
8160):NEXT:RETURN:REM**L.C GRAPHICS **
190 AA=64:FORA=7168TO7679:POKEA,255-PEEK
(A+28160):NEXT:RETURN:REM**L.C.GRAPHICS
REV.**
200 OPEN2,6,2:PRINT"COLOUR OF CHARACTER:
-":PRINT"0. BLACK":PRINT"1. BLUE":PRINT
 2. GREEN":PRINT"3. RED"
210 INPUTCO:PRINT#2,CO:CLOSE2:RETURN
```

Character Drawer
by D Gartrell

Logo

on Spectrum

This program produces the Logo of a well known alternative TV channel. Apart from anything else, it shows how *Plot* and *Draw* can be used to produce blocks of colour.

```
  10 PAPER 0: BRIGHT 1: BORDER 0
: CLS
  20 INK 3: FOR x=0 TO 17: PLOT
88,x: DRAW 16,0: PLOT 128,x: DRA
W 32,0: NEXT x
  30 INK 5: FOR x=107 TO 125: PL
OT x,0: DRAW 0,40: PLOT x,63: DR
AW 0,55: PLOT x,119: DRAW 0,x-10
6: NEXT x
  40 INK 4: FOR x=1 TO 18: PLOT
151,42+x: DRAW 25,0: PLOT 50,42+
x: DRAW 75,0: NEXT x
  50 INK 2: FOR x=129 TO 146: PL
OT x,103: DRAW 0,x-127: PLOT x,1
8: DRAW 0,85: NEXT x
  60 INK 6: FOR x=50 TO 75: PLOT
 x,64: DRAW 103-x,103-x: NEXT x
  70 LET c=26: FOR x=129 TO 144:
 PLOT x,x-15: DRAW 0,(26 AND x<1
32)+(c AND x>=132): IF x>=132 TH
EN LET c=c-2
  80 NEXT x: PAUSE 0
```

Logo
by David McIlfatrick

Typing Tutor

on Dragon

This program teaches typing on the Dragon 32. It uses block graphics to draw the keyboard. The score and the number of tries are at the top, the bottom of the screen tells you what to type.

Program notes

10-40	Copyright
50-60	Define variable and clear screen
70-250	Draw keyboard
260	Zero variable and print score and tries.

```
10 REM TYPING TUTOR
20 REM COPYRIGHT J.BLATCH
30 REM DECEMBER 1983
40 '
50 SC=0:A$="1234567890!£$%&'( )*=]@P
QIUYTREWQ^_[ASDFGHJKL;/.,?><MNBVCXZ"
60 CLS
70 PRINT@66,STRING$(28,128)
80 PRINT@98,CHR$(128);
90 FOR A=33 TO 41
100 PRINTCHR$(A);" ";
110 NEXT
120 PRINTCHR$(176);" ";CHR$(42);" "
;CHR$(61);" BK";CHR$(128)
130 PRINT@129,CHR$(140);CHR$(128);
140 FOR A=49 TO 57
150 PRINTCHR$(A);" ";
160 NEXT
170 PRINT"0  - BK";CHR$(128);CHR$
(140)
180 PRINT@161,CHR$(123);"< ";
190 PRINT"Q ' E R T Y U I O P @ ";
CHR$(95);"  ]" CHR$(128)
200 PRINT@193,CHR$(128);"[ ■ S D F
G H J K L ;+ EN CL";CHR$(128)
210 PRINT@225,CHR$(128);"SH Z X C V
B N M , . / SH";CHR$(128);CHR$(131)
;CHR$(131);CHR$(131)
220 PRINT@257,CHR$(128);STRING$(18,
176);"<";CHR$(176);">";CHR$(176);"?"
;STRING$(2,176);CHR$(128)
230 PRINT@289,STRING$(27,128)
```

Open Forum

```
240 PRINT@326,CHR$(128);"S P A C E
E A R";CHR$(128)
250 PRINT@358,STRING$(17,128)
260 B=0:Z=0:PRINT@0,"SCORE=";SC;
"TRIES="P
270 Z=RND(62):P=P+1:IF P>51 THEN
400
280 IF Z=59 THEN B$="ENTER":B=13:
GOTO340
290 IF Z=60 THEN B$="CLEAR":B=12:
GOTO340
300 IF Z=61 THEN B$=CHR$(34):B=34:
GOTO340
310 IF Z=62 THEN B$="SPACEBAR":
B=32:GOTO340
320 B$=MID$(A$,Z,1)
330 B=ASC(B$)
340 PRINT@416,"TYPE:";B$
350 Z$=INKEY$
360 IF Z$="" THEN 350
370 Z=ASC(Z$)
380 IF Z=B THEN SC=SC+1:SOUND200,1:GOTO260
390 SOUND1,2:GOTO260
400 CLS:PRINT"YOU HAVE SCORED";SC;"OUT OF 50"
410 PRINT"AGAIN (Y/N)"
420 A$=INKEY$
430 IF A$="Y" THEN RUN
440 IF A$="N" THEN CLS:END
450 GOTO 420
```

Typing Tutor
by J Blatch

Arcade Avenue

Finer graphics

It has been said in the past that one disadvantage of wonder computers with unlimited *Ram* is that they encourge sloppy programming and inefficient code. Less spectacular hardware requires all the programmer's skills to overcome its limitations. Nowhere is this more true than with the unexpanded Vic and the ZX81 (which still sells in respectable numbers). For the latter has just been produced *Forty Niner* from Software Farm which must be one of the most impressive games ever devised for the machine. There are few games that can be unreservedly recommended to all owners of a machine but this one qualifies and proves you don't have to put up with watching little squares and X's creeping around the screen.

Forty Niner is said to have graphics with a resolution 'as good as the Spectrum'. Although the claim is a slight exaggeration and sometimes the action is a bit blurry, the resolution is surprisingly good and, as an added bonus, the game is also great fun — out of a batch of ZX software I looked at recently I came back to this one more than any of the flashy full colour Spectrum games. The only complaint I can make is why only one game? Now the system for unlocking finer graphics has been developed then let's have a batch of programs using the techniques. The plot of the game is similar to the *Dig-Dug/Mr Do* type where you burrow your way through the ground collecting objects and avoiding various nasties. Incidentally, the monster that eats away at your protective pile of dirt is one of the most entertaining I have seen in any game.

One interesting point about the new software protection development from JLC is how the attitude of software houses will change towards the various 'buy & try' or software rental schemes that have been denounced as encouraging home piracy. If this becomes a thing of the past then companies eager to reap the new financial benefits should also stop and look at their industry from the consumer's point of view. At £6-7 a time, much of the software being offered is still of a poor standard and with the increased demand, small specialist shops are no longer in a position to continue demonstrating games (whilst the computers in the large chain stores are perpetually corrupted by schoolboy 'geniuses'. Now with the appearance of the professional marketeers and promotion men and the glossy cassette wrappings, it is more and more important that the public should not be asked to buy games unseen.

It is surely in the interest of the reputable companies like Bug-Byte and Psion to offer some form of short loan or 'preview' tapes. I also wonder whether the much discussed 'cost - of - piracy - that - is - passed - on - to - the - consumer - in - the - end' could now be cut: if the anti-copying scheme takes off will games prices fall?

But to end on a lighter note let's kick off some high scorers. We have had a letter from Nigel Canham of Ipswich who had a score of 114,580 on the eleventh level of *Lunar Jetman* and 239,620 on the 23rd level of *Chuckie Egg*. Well done, Nigel. Chuckie is one of my favourite games but those lifts get me every time. Let's keep those letters coming.

Tony Kendle

The Arcade Corner is a new section for anyone who enjoys playing arcade games. If you have any comments, from playing tips on difficult games or programs you'd particularly like to praise (or blame!) then write to: Tony Kendle, Arcade Avenue, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

Open Forum

Shop Sign

on Spectrum

This program scrolls a message — up to 3000 characters on the 48K computer, or about 1000 on the 16K — across the screen from right to left. It continues to do this until you stop the program.

When *Run*, the computer asks you to input the text or message to be scrolled across the screen. When this has been done, press *Enter* and the computer will ask you for the colour of the *Ink*, *Paper*, and *Border*.

The surrounding or Graphic Display is then entered. You can input anything for this, but the number of characters entered must not exceed 31. If no surrounding is desired, then a line of spaces must be left.

Experimenting with this program can lead to some very eye-catching displays. For example, if, when prompted by the computer to input the surrounding, you type in 31 characters and then leave a line of 31 spaces, you achieve a very pleasant effect. The computer is printing a line of characters and then a line of spaces over that, so giving the effect of the characters being erased. The bottom half of the screen is left unused so that you can print your own fixed messages. (You write your own messages into the program between lines 150 and 160).

Program notes

Lines 10-40	The message is typed in. A$ is the name given to the message entered.
Lines 50-75	Colour of *Ink*, *Paper* and *Border* is entered. No number greater than 7 or less than 0 is allowed.
Lines 80-90	The surrounding or graphic display is entered. E$ is the name given to the display entered.
Line 95	Clear screen
Line 100	Prints first 31 characters of the message.
Line 110	The first character of the message is printed at the end of the passage to be displayed. And so the screen looks as if it is being scrolled from right to left.
Lines 120-140	Two graphic displays are printed. One above and one below the message
Line 160	This whole process is repeated until the program is stopped.

```
  1 REM Shop Sign
 10 PRINT "Text ?"
 20 INPUT a$
 30 IF LEN a$<31 THEN LET a$=a$
+a$
 40 IF LEN a$<31 THEN GO TO 30
 50 INPUT "Ink ?";b
 55 INK b: IF b>7 OR b<0 THEN G
O TO 50
 60 INPUT "Paper ?";c
 65 PAPER c: IF c>7 OR c<0 THEN
 GO TO 60
 70 INPUT "Border ?";d
 75 BORDER d: IF d>7 OR d<0 THE
N GO TO 70
 80 PRINT "Surrounding ?"
 82 IF INKEY$="n" THEN GO TO 15
0
 85 INPUT e$  IF LEN e$<31 THEN
 LET e$=e$+e$
 90 IF LEN e$<31 THEN GO TO 85
 95 CLS
100 PRINT AT 6,0;a$( TO 31)
110 LET a$=a$(2 TO )+a$(1)
120 FOR g=0 TO 1
130 PRINT AT 3+g*6,0;e$( TO 31)
140 NEXT g
150 LET e$=e$(LEN e$)+e$( TO LE
N e$-1)
160 GO TO 100
```

Shop Sign
by Craig Oliver

Microradio

GW6JJN

Over its head!

The Radio Society of Great Britain (RSGB) which looks after the interests of radio amateurs in this country, seems finally to have recognised the fact that large numbers of radio enthusiasts now use a computer in their hobby. The RSGB journal, Radio Communication, in its March edition made this plain when they said in an editorial that they propose to take a more active role in this area. Among other points regarding this policy they mention that consideration is being given to a regular radio computing column.

This idea was suggested about a year ago by the radio-computing user groups and the idea was rejected as not being relevant to the hobby of amateur radio. The adoption by the Radio Society of the computer as an important aspect of radio communications can be considered a breakthrough and as Microradio is the only computer radio column in this country, then I cannot help but feel that this column and its readers have helped enormously and the RSGB is to be congratulated on having made it.

Another idea floated in the same piece is the possible adoption of a 'prefered' computer. To me this idea is dubious in the extreme. The ITV companies floated this idea a few months ago and it was rejected since they felt it may alienate some of their viewers as well as their advertisers. Since the RSGB is an enormous influence on the hobby of amateur radio and the society has a great deal of respect in many areas, I feel that the idea of adopting a specific brand of computer may lead to a great deal of disappointment as well as confusion.

Having entered the world of radio-computing this late in the day, the RSGB will find itself confronted by many thousands of radio amateurs who already have a preferred computer — their own. All of the work that has been done by radio enthusiasts who have computers, many of them readers of this column, is too important to be arbitrarily set aside simply because it is on the wrong machine. If a particular computer is adopted, then the society's publications will reflect this fact and lead to the alienation of many members with an important contribution to the hobby.

The RSGB suggests that such a choice should be based on technical specification and factors such as expected life. In an industry as volatile and uncertain as the microcomputer industry, crystal balls are rare and looking into them can lead to expensive mistakes.

In the things that the RSGB know best, radio communications, it has never adopted a 'preferred' radio transmitter. Why then, when testing the temperature of the fast changing world of radio-computing, should it leap in over its head?

Ray Berry GW6 JJN

This series of articles is designed for radio and microcomputer enthusiasts alike. If you have any queries that you want answered, hints and tips to share, or topics that you would like to see covered, write to Ray Berry, Microradio, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

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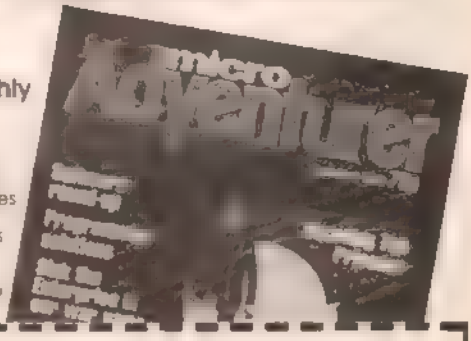

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Tony Bridge's Adventure Corner

The Magic Dragon

This week, some more *Quill'd* adventures. K Cook, of Hereford sent along a tape of a program called *Time-Search*. The scenario of the adventure concerns the discovery of the Ultimate Weapon — the Time Stabilizer. This device creates a "time bubble" around an area, effectively sealing it off from the rest of the world. Unfortunately, Something Has Gone Wrong, as it always does, and it Is Up To YOU to save the world from the ravishes of this weapon! There is a "McGuffin" present in *Time-Search*, the "legendary Crystal of Mirrors", which can help you in your quest through the Time Bubble, in which present, past and future have become intermingled.

All the locations are drawn from the real countryside of Herefordshire, and the player can use a road map to get about the world of *Time-Search*. Over 40 towns and villages are included, so if you are a native of Hereford, or even if you just want to get a flavour of this beautiful county, have a go! A very well-designed title-page, complete with serif lettering and a couple of enigmatic pictures leads to the instructions, which scroll up the screen as you read them.

After a few minutes cursory glance at the adventure itself, I would say that the main interest comes from wandering around locations one knows to be real, but I hope to get stuck in to the game proper, and I'll report later on the puzzles contained therein. According to the author, nothing is left to chance, and, like all good adventures, anything which happens "is a direct result of action taken, even the dream sequences which start once the Crystal has been found".

Mr Cook hasn't told me what price his adventure is going for, but here is the address:

K COOK
17 WHITEHOUSE DRIVE
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Incidentally, Gilsoft go to some lengths in the manual to *The Quill* to remind authors to "tidy up" their programs before marketing, in areas such as grammar and spelling. This is a failing of *Time-search*, and the layout, too, is generally rather untidy.

This is not a problem that is encountered in the next Adventure that I'll look at this week, *Spoof* (The Magic Dragon), from Runesoft. Although the user should type *Load "" Code* (despite the instructions on the cassette), and the fact that the use of *The Quill* is not mentioned anywhere (bit of a bad show, lads!), nevertheless, *Spoof* is an interesting adventure. It is "an amusing frolic through the world of magic rings, quests, monsters and even a magic dragon thrown in for good measure".

The game, written by D V Stevenson and J A Black, opens with a title screen dotted about with cryptic clues; a goblet, a crown, a pair of eyes like mine after a Saturday night, a baby's bottle...what? Like all *Quill'd* adventures, it takes a long time to load. The player starts in the village square, in front of a General Store. A sale is on, of adventure kits — how could any adventurer resist?

After entering the store, a bit of haggling with the store keeper reveals the information that he is "the Doctor", and will give you the adventure kit if you agree to go on a quest for him. This turns out to be a search for the missing component to his time machine...hang on, The Doctor? The Time Machine? Anyway, the kit, when you have it, turns out to have several important items, like bandages, sandwiches, and so on. Taking *Slice*, your trusty sword (which doesn't bode well for a nice peaceful adventure, does it?), you can then start exploring. The surrounding countryside of the village contains "The Obligatory Mountain", "The Essential Ocean" as well as "The Secret Tunnel In The Rock".

There is also "the Telephone", which rings when you get near it. You answer it, of course, and the voice at the other end asks for Dave. Then you notice a figure down on the Beach, waving at you...yes, that's Dave! Call him and he will start singing about Fishfingers! And so it goes on.

There is a lot of wry humour in the adventure and a lot of satire at the expense of many other well-known programs. *The Quill* has been used very well, with a lot of colour, and simple line-graphics.

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Finally this week, I want to recommend another *Quill'd* program *Nosferatu*. It has a very well-written manual (at last, no spelling mistakes) with a breakdown of the commands and background.

But the way in which *Nosferatu* differs from any other Spectrum adventure, and one which I'm sure must become more familiar, is the inclusion in the package of several "found objects". These have become a way of life for Infocom-players, and consist of little scraps of paper, newspaper clippings, books of matches, tablets and other clues. In *Nosferatu*, they take the form of a page from a diary, a theatre ticket (for a Horror Night!) and a couple of fragments of text about Vampires.

Presumably, these will have some bearing on the adventure, but I have only been playing it for a couple of days, and I'm still stuck in the plummeting airliner, desperately hunting for the parachute that I know must be around somewhere. Graham Shaw, the author, has taken John (Hallowe'en) Carpenter, Hammer movies, Alfred (*Tiger, Tiger* — great, *Golem* — boring) Bester and "my local video hire shop" as his inspiration. They've done a great job, and I look forward to seeing this adventure become the hit that it deserves to be. Details of when this program will be released later.

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Aventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further write to: Tony Bridge, Adventure Corner, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD.

HOBBIT ANSWERS

We had several hundred entries for our Hobbit competition, nearly all of which were correct. The first 50 correct winners will all receive copies of Melbourne House's *A Guide to Playing The Hobbit* in the next few days, if they have not already received them.

1. What is Durin's Day?
2. What is Thorin's last name?
3. Where does Elrond live?
4. What is Gollum's birthday present?
5. What is the answer to this riddle:
   'A box without hinges, key or lid,
   Yet golden treasure inside is hid'
6. Where does Gandalf's cousin, Radagast live?
7. Why did Bilbo name his sword Sting?
8. What is the name of Thorin's father?
9. What is the necklace of Girion, Lord of Dale, made from?
10. What was laid on Thorin's tomb?

1. Durin's Day is the first day of the dwarves' new year.
2. Thorin's last name is Oakenshield
3. Elrond lives in Rivendell
4. Gollum's 'Present' is The Ring
5. The answer to the riddle is eggs
6. Radagast lives in Rhosgobel near the southern borders of Mirkwood
7. Bilbo named his sword Sting after killing a spider with it
8. Thorin's father was Thrain
9. Girion's necklace was made from 500 emeralds
10. Orcrist was laid on Thorin's tomb (but we also allowed the Arkenstone which was place *inside* the tomb)

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SCREEN SHOW

P. Flounders of Hartlepool, Cleveland, writes:

Q I own a ZX Spectrum (48K) and recently a friend and I wrote a program. We then decided to write a screen presentation. When this was done we were unable to merge them both together into one program. We have tried various methods but have failed to come up with any solution. Can you please help us?

A If your two programs were written in Basic then you should have no real problem, provided that:
a) you have used different line numbers in each program.
b) the two programs when lumped together will fit into memory.

If one or both of your programs is not written in Basic then I am not sure what it is that you are trying to achieve.

SPECTRUM ADAPTOR

Neil Hedworth of Leyburn, Yorkshire, writes:

Q As I was watching The Computer Program on the BBC One Sunday, I noticed them using a teletext adaptor and Micronet. Is it possible to use either of these things on a 48K Spectrum and if so, where are they available from?

A It is possible to access Micronet using a Spectrum. For information on available modems I suggest you contact Prism Business Systems at Prism House, 18-29 Moira Street, London EC1V 8BT.

Their VTX5000 modem is one I have recommended before and they have recently announced the availability of a teletext adaptor for the Spectrum.

TRANSFER MARKET

R. Willmott of Franklin Road, Weymouth, writes:

Q Can you tell me if anyone markets a program similar to the tape copy types, which will allow me to transfer cassette based machine code games to microdrives? This is for personal convenience only as obviously the microdrive cartridges make nonsense of illegal copying for profit.

A I have not heard of anyone who markets such a program. This is probably because the normal cassette tape copiers are actually loaded into the area of memory reserved for the microdrive buffer (which is not normally used by commercially produced software.)

But if we hear of one we will publish details once we've tried it out.

BIG BROTHER

C. Heywood, of Manselton, Swansea, writes:

Q I have just been given a Brother EP-44 printer. The manual states that the printer can be used with several Home Computers. The computers shown are the Apple II, CBM 64, VIC 20, TI 99/4A, TRS 80 etc.

My own computer is a 16K Spectrum. As this is not listed could you tell me if they are compatible and also if anyone makes a suitable interface? The printer has an RS-232C connector.

Also, I have just tried to copy *Santa's Mission* published in your Dec 22nd issue. I am unable to input the last line which contains data. I have since tried two more 16K programs and I find that the last few lines will not go in. There is no warning beep when the memory is full. Could you tell me if there is a fault please?

A Your printer is compatible with the Spectrum and an interface is available for you to use RS-232. The interface is called Interface 1 and is produced by Sinclair Research. (the microdrive interface)

Your second question poses more of a problem. If you get no warning beep when the memory becomes full, I presume you are getting the Out of Memory message. In that case I would say that you do have a fault with your machine in that you should get the warning beep (more of a buzz really) when trying to *Enter* a line of Basic. The only time that the message should appear without the buzz is when you *Run* the program.

However, as you aren't complaining of failure in loading programs I am not convinced that the fault necessarily lies with the computer.

It could be that you have made an error during the typing marathon that has confused the Spectrum editor, such as *Poke*ing the wrong area of memory. But without a listing I cannot be sure.

DRAGON MONITOR

R. Freeman of Harrogate Road, Leeds, writes:

Q I own a Dragon 32 and am interested in purchasing a cheap colour monitor. What is the most suitable set and how much will it cost?

A I would suggest a monitor from the Sanyo range, mainly because they have a good reputation in this and related fields, and because they are a well-known name with a good service and dealer network.

As to the costs, you get what you pay for. The resolution is the important factor: The CD3125 normal resolution monitor costs about £200. The CD31127 medium resolution monitor costs about £330. The CD3115 high resolution monitor costs about £450. Although Normal resolution should be fine for most purposes, information from: Sanyo Mitsubishi (UK) Ltd, Sanyo House, 8 Greycaine Road, Watford, Herts.

BASICODE PROBLEM

E. Jones, Richmond, N. Yorkshire writes:

Q Can you or any of your readers help me with the problem of working the *Basicode 2* program. I have a CBM64 and the *Basicode* tape loads correctly, but after that I am lost.

After running the program, I choose option 1 (to load) and press *Space* to continue. This returns me to the menu screen, at which point I press Stop/Restore and type SYS 40448 to delete lines from 1000 onwards and load a *Basicode* program.

Everything works OK. When I want to load a second game and repeat this method I get a loading error on line 111 which is a *Go To* 1000 and there is not a line 1000. How do I load a second game?

A Bit of a problem this. It seems to me that you must be doing something silly but for the life of me I can't think what it is.

Perhaps I can answer your questions with some more questions.
1) How are you stopping the first game? (hopefully using Stop/Restore)
2) Are you able to list the main *Basicode* program after you've stopped the first game?
3) Have you tried SYS 40483 after getting a loading error?
4) Do you have a *Basicode* User's Handbook? If not, then I suggest you get one: it can be obtained from Broadcasting Support Services, P.O. Box 7, London W3 6XJ for £3.95.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem *Peek* it to Phil Rogers and every week he will *Poke* back as many answers as he can. The address is *Peek & Poke, PCW*, 12-13 Little Newport Street, London WC2R 3LD.

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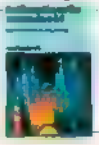
It's processing words , painting pictures & doing maths  in machine code .
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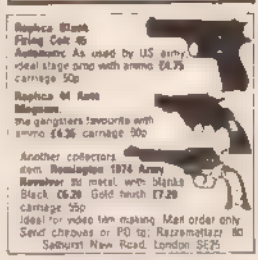

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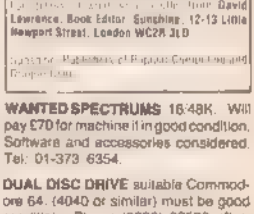

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TANDY TRS 80 Model I and Level II, 48K, green monitor cassette recorder, various s/w + manuals, £210. 01-949 2018.

TANDY GPL 115 printer plotter with Dragon Castle. As new, £100. 30 Dragon games, all original, many microdeal, £50. CBM fute Finance package on disc, unused, £50 o.n.o. Tel Robin, 01-860 1365. Eves.

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ITT 20-20 48K APPLE, s w compatible £170 o.n.o. Tel: Witham 47574.

TANDY for sale. 1500 pocket computer 3 months, hardly used, bought £140 sell £70. Tel: Gloucester 500757 after 7pm.

TANDY TSE 80 Level II, 16K with all leads, manuals etc, + joystick many games inc literature, £99. Tel: 0793 870827.

MATHIN MODERN BUILT 300 board with cables, £35. MFI computer desk, £10. Tel: 0793 870827.

TRS 80 MODEL I & II 48K, twin Cannon disk drive, printer, manuals, excellent conditions, £675, willing to split. Phone: Kelly on 01-638 2706, Ext. 2149.

TRS 80 LEVEL II computer inc. High-Res graphics + TV and all usual extra, worth £525, bargain, £200. Tel: 021-779-6877.

TRS 80 LEVEL II 16K, All leads included. For sale. £120 ono. Tel: (05542) 50931.

ZX81s for sale

16K ZX81 real keyboard and UDG board and graphics board and joystick. Interface and £100 of s/w and mags. £200-£250 ono. Tel: (0952) 812258 after 7pm.

16K ZX81 plus s/w, books and mags £30. Tel. Machen 440 963.

ZX81, 32 RAM, full size professional keyboard, 3D Monster Maze, 3D Defender, Q save. £40. Tel: 01-989 4092, Dean.

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16K ZX81, manual and leads, books and software worth £30 including Pac-man. Flight under guarantee, sell for £70. Swap for TI 99.4A. Contact: J. Johnson, 167 Lewis Street, Solnydd, Church Gwent.

ZX 81 games s.w for sale including 3D Defender, Asteroids, QS Defenda, Galaxians, Quick Pacman, games tape 1 all for £3.95 each. Mazogs (brilliantly animated) £5. Tel 241 0370. Ask for Al.

ZX 81/16 16K, printer and paper, tape recorder, FD keyboard, 6 tapes, books, all leads, manual cost over £200, sell for £95. Te 021 9604.

ZX 81 + Memotech 16K, £25 or swap Super Ace + 16 or any hardware or software for ZX 81. Anything considered. Steve Burnham, 24 Derwent Street, Hull, E Yorks. Telephone 0482 213563.

16K ZX 81 with Q Save (fast save load) 18 cassettes, two books. Worth about £150, want £80 o.n.o. Tel Ripley 42759 after 5pm during weekdays.

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VIC 20 STARTER PACK under guarantee complete with extras (some cassettes and adventure cartridge, magazines, etc) Total cost £170. Will sell for £100 ono. Tel: 01-644 6224 (evenings).

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VIC 20 CN2 cassette unit, Programer Aid and Mission Impossible, Pacman, Krazy Kong, Space Invaders, £125 or 48K Spectrum. Tel: 700448. Derby.

VIC 20 Micro, 48K, Super Expander 15. Games include Panic, £3.00, Catcha Snatcha, £3.00, Butz'EEC, £2.50. Books include Getting Aquainted, Learn Computer Programming, £5. Altogether. Tel: Otterly (040481) 3428. Mr Gifford.

VIC 20 + C2N cassette unit + joystick + 4 slot Ram board + 32K mother pack and approx £130 of s/w. sell for £200 or swap for CBM 64. Tel: Andy, 01-841 0675 after 5pm.

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Computer Swap entries are limited to 30 words. Either fill in the accompanying form and send to Computer Swap, *Popular Computing Weekly*, 12-13 Little Newport Street, London WC2R 3LD or telephone 01-437 4343.

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BBC MODEL A, 32K + VIA Manuals + leads including Much s/w, all in good condition, quick sale, £210. Tel Billericay 51426.

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CBM 64 Disc based s/w or other. Specially games + [illegible]. Tel: 01-574 4122 after 6pm

Diary

Event	Venue	Dates	Admission	Organisers
ZX Fair	Bolton Sports Centre Bolton Lancashire	May 12 10.00am-5.00pm	75p adults 50p children	Northern Premier Exhibitions 16 South Parade, Pudsey West Yorkshire 0532 552854
Walthamsoft 84	Main Exhibition Hall Waltham Forest Technical College Forest Road, London E17	May 19 10.00am-5.00pm	£1.00	Londex Exhibition and Promotions 38 Exeter Garden Ilford, Essex 01-554 5039
Apple 84	Fulcrum Centre Slough	May 24-25 10.30am-5.30pm May 26 10.30am-4.30pm	£2.00 on door (free tickets in advance from organisers	Database Publications, 68 Chester Road, Hazel Grove, Stockport 061-456 8383
North Wales Computer Fair	Memorial Hall Bodhydfryd Wrexham	May 26 10.00am-4.00pm	50p adults 25p children £1.00 family ticket	Granard Communications, 4 Babmaes St London SW1 01-930 6711
Cetex (Consumer Electronics Trade Exhibition) (Trade only)	Earls Court	May 27-30 10.00am-7.00pm	Free	Montbuild Ltd 11 Manchester Sq London W1 01-488 1951
5th International Commodore Computer Show	Novotel Hammersmith, London	June 7-8 10.00am-6.00pm June 9 9.00am-5.00pm	£2.00 adults £1.00 children £3.00 family ticket	Granard Communications, 4 Babmaes St, London SW1 01-930 6711

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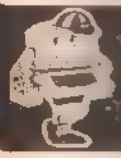

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by John Billingsley

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He is a member of several IEE committees, leads a team researching into robotics and is well known as the organizer of the Euromouse Maze contest.

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SQUATTERS

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Travelling on brings you to *Temple of Vran*, the second part of the trilogy. Various unlikely circumstances have

meant you were forcibly volunteered to find the Temple and kill off all its evil squatters. This lurches you into another adventure even more difficult than the *Mountains of Ket*.

Along with the usual adventure format of verb-noun-commands, there is a special combat screen which records the relative prowess, energy and luck of you and your opponents — of which there are all too many in the game.

If you liked the first part, I don't think you'll be taking much of a risk with this.

Program	*Temple of Vran*
Price	*£7.50*
Micro	*Spectrum*
Supplier	*Incentive Software* *54 London Street* *Reading* *RG1 4SQ*

UTILITY

The first program to be issued only on microdrive is Prosign's *Basic +*. As you might guess it is an extension to Basic. Uneventful perhaps, but in fact programming utilities are one of the most sensible things to have on Microdrive since they are a tool is necessary to have them readily available.

Basic + contains a number of additions to the standard basic syntax including structured BBC type commands like *Repeat Until*, *Proc Defproc* and *If Then Else*. There are additions to the graphic commands like *Cursor* which simply moves the cursor any given position x,y and *Draw to* which draws from the current cursor position to x,y.

Other features are *Free* which tells you how much memory you have left, *Delete* which removes specified line numbers and *Renumber* which is self-explanatory. Although for a fairly basic utility it's not cheap at £12.95, this must I think be partly blamed on the high prices Sinclair are charging for wholesale microdrives.

Program	*Basic +*
Price	*£12.95*
Micro	*Spectrum (+ Microdrive)*
Supplier	*Prosign* *80 Windsor Drive* *Wigginton* *York* *YO3 8YE*

COLD COMFORT

Demolator from Visions is a sophisticated arcade game for the BBC B. It uses sprite graphics, smooth scrolling and all the other current programming wizardry to produce a complex game.

Mankind is slumbering in cryogenic suspension, most of

it having been decimated in one of those historically inevitable burst of intergalactic violence that feature so often in science fiction.

You must defend the slumbering humans with a single robot called the Phobe. The range of baddies varies with what wave you are on, but suffice to say there are various kinds capable of differing destruction.

BBC arcade addicts should have hours of fun with this one. *Demolator* will only work on the BBC with the 1.2 operating system.

Program	*Demolator*
Price	*£6.95*
Micro	*BBC*
Supplier	*Visions* *1 Felgate Mews* *Studland Street* *London W6 9JT*

BRAIN DAMAGE

I G Programs is a new company who has entered the Commodore 64 market with a double game cassette entitled *Boxing/Galactica 1*.

Boxing is a computer version the complex and subtle sport for two players. Using either keyboard or joysticks two players electronically batter each other to a pulp as represented by two graphic boxers. A wholesome form of incipient brain damage.

The other game, *Galactica 1*, has you defending yourself from a whole host of bounty hunters seeking to cash you in for a crime you did not commit. Crash Zap Pow.

Program	*Boxing Galactica 1*
Price	*£5.50*
Micro	*Commodore 64*
Supplier	*IG Programs* *23 Newall Tuck Road* *Chippenham* *Wiltshire* *SN15 3NL*

HYSTERICAL

Desperate humour from Optima software whose *Bed Bugs* program came with a hysterical press release explaining knowingly how shocking the prog-

ram was, 'revolting and obscene' apparently.

Actually, it is a pretty good arcade game in which you bash bedbugs with a jam sandwich or crunch them with your false teeth. Amiably gruesome as you try to tie your fingers in knots fighting the little devils off.

Program	*Bed Bugs*
Price	*£6.95*
Micro	*BBC/Electron*
Supplier	*Optima Software* *36 St Petersgate* *Stockport* *SK1 1HH.*

SPEEDY

Petite Pascal is a thorough implementation of the structured language for the Dragon 32. In fact, it is one of only a few implementations of the language on the various micros.

The editor, compiler and source code are loaded in at once so that program execution speeds are fast — source code is compiled more quickly than it is listed.

The program contains a useful handbook outlining the main features of the program and providing a limited introduction to the language itself which is probably no more difficult than Basic.

Program	*Pascal*
Price	*£14.95*
Micro	*Dragon 32*
Supplier	*Oasis Software* *Alexandra Parade* *Weston super Mare* *Avon*

Pick of the week

EAST SIDE STORY

I wus framed, da boys did da dirdy on me an set me up wid da mob — I mean Rocco is a pursonal frien ob mine I luv da guy like a brader and den da guy goes an get da hitman in from Detroit.

Da name Mugsy may mean nuffink to you now, but you sure gonna learn it gud in da next few months. Da tru word on wha really went down in da istry of Mugsy is dere in da rich multicoloured tabistry dat is Mugsy da game by da Melbourne House mob, da ones who did dat fairy game wid da sissys.

Da game Mugsy have, an dis is no lie, da bes graphics eber seen on da Spectrum, da tru admospear ob da East sibd is dere complete wid da dames in da funny hats an da real hard guys in da suits.

As da player, you tell das boys what da split on da loot in terms of da hardware an da kickbacks an da protection, an try to survive in da sling and da arrers dat is da outrageous fortune in da gangland existence. Dis be wher da gangland mettle ob da player is tested.

Dis being a long statement I just cut da hole ding real short an say dat Mugsy is a real good game wiv real A1 graphics.

Program	*Mugsy*
Price	*£6.95*
Micro	*Spectrum*
Supplier	*Melbourne House* *131 Trafalgar Road* *Greenwich* *London SE10*

SPECIFIC

The Spectrum has sold in such vast numbers that some of the programs being issued have markets which are astonishingly specific and limited — no bad thing, of course, providing the companies involved can still make some money.

Placet Software has a program for people who fly model aeroplanes and who collect model engines (I didn't know anyone collected them.) All the vital information like serial number, engine type, displacement, prop size etc. can be included in a large database.

A curious program which is doubtless what someone somewhere has just been looking for. One interesting point — it is written in Pascal using Hisoft Pascal compiler.

Program	*Engine Collector's Catalogue*
Price	*£3.45*
Micro	*Spectrum 48K*
Supplier	*Placet Software* *24 Mari Road* *Radcliffe-on-Trent* *Nottingham* *NG12 2GY*

NEAT WALLET

D Base is an extremely powerful database program for the BBC with disc drives. Some of its specifications are more commonly associated with business software on expensive micros.

Like most databases you can keep, update and search through the files very quickly but this database allows for up to 199K worth of file (with an 80 track disc). In addition, field lengths are not set; you can use a *Redefine* command to change them should you decide you need more room.

There is even a simple database language of sorts using spreadsheet-like formulae for the simple manipulation of mathematical figures for VAT etc. The program comes in a neat wallet with an extensive manual.

Program	*B Base*
Price	*£25.00*
Micro	*BBC*
Supplier	*Clares Micro Supplies* *98 Middlewich Road* *Rudheath* *Northwich* *Cheshire* *CW9 7DS*

MUSIC MAESTRO

Multisound Synthesizer is the latest in a number of programs which facilitate use of the excellent sound chip in the Commodore 64.

Of all the various packages available this one looks the most concerned with simply turning the 64 into a musical instrument rather than as a musical educator.

The actual sound options are very sophisticated, including modulations and various sorts of filter effect. Using the three

channels, background sound patterns and drum routines can be repeated up to 85 notes.

Keyboard notes are visually displayed and to get you started there are eight pre defined drum routines. You can store up to ten tunes in memory and by merging sections from tape create complex works. In fact with this program all that stands between you and fame is a decent haircut.

Program	*Multisound Synthesizer*
Price	*£14.99*
Micro	*Commodore 64*
Supplier	*Romik Software* *272 Argyll Avenue* *Slough SL1 4HE*

BAD PUNS

Haunted Abbey is the first of A&F's games to feature its new protection device designed by Jim Lamont.

It was deliberately chosen as the first program to feature the new protection, because it was of sufficiently high quality to ensure that people would (hopefully) want to buy it rather than just copy it.

The game is an adventure where you must find Phibe's Book of Incantations and collect treasure from an abbey. The text is full of extremely bad puns and the kind of puzzles that keep Tony Bridges occupied for months.

Program	*Haunted Abbey*
Price	*£7.90*
Micro	*BBC*
Supplier	*A&F Software* *Unit 8* *Canalside Industrial Estate* *Woodbine Street East* *Rochdale, Lancs*

ADDICTED

Atari has finally released it's authentic version of *Pacman* for the Spectrum — indeed it is the company's first Spectrum release.

And what you get is quite astonishingly accurate with even the sound effects derived from the Spectrum's pathetic bleeper sounding right.

If you haven't yet got a version of the game and are one of those poor souls horribly addicted to the ludicrous thing this would be the one to get if it wasn't for the unbelievable price.

Program	*Pacman*
Price	*£14.99*
Micro	*Spectrum*
Supplier	*Atari* *Retail stores*

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 12-13 Little Newport Street, WC2R 3LD.

Top 10

Spectrum*

1	(1)	Jet Set Willy	(Software Projects)
2	(3)	Chequered Flag	(Psion)
3	(6)	Scuba Dive	(Durell)
4	(–)	Kong	(Ocean)
5	(4)	Hunchback	(Ocean)
6	(7)	Pogo	(Ocean)
7	(9)	Lunar Jetman	(Ultimate)
8	(2)	Atic Atac	(Ultimate)
9	(10)	Alchemist	(Imagine)
10	(–)	Bugaboo	(Quicksilva)

*All 48K
(Figures compiled by W H Smith and Son, London)

Atari

1	(1)	Zaxxon	(Datasoft)
2	(4)	Rally Speedway	(Adventure International*)
3	(8)	Saga 5 The Count	(Adventure International #)
4	(–)	Solo Flight	(Microprose #)
5	(3)	Warlock	(Calisto)
6	(2)	Slinky	(Cosmian)
7	(–)	Fire Fleet	(Englisha)
8	(–)	Escape from Pulsar seven	(Channel 8)
9	(–)	A.C.E.	(English)
10	(7)	Savage Pond	(Starcade)

* Cartridge # 32K Cassette # 48K Disc

(Figures compiled by Calisto computers, Birmingham 021-632 4566)

Vic 20

1	(3)	Flight 015	(Ferranti Davenport)
2	(4)	Submarine Commander	(Thorn/EMI)
3	(–)	Tank Commander	(Thorn/EMI)
4	(–)	Tower of Evil	(Thorn/EMI)
5	(–)	Snooker	(Visions)
6	(2)	Krazy Kong	(Interceptor)
7	(10)	Grid Runner	(Llamasoft)
8	(–)	Megagalactic Llamas Battle at the Edge of Time	(Llamasoft)
9	(10)	Mine Madness	(Thorn/EMI)
10	(8)	Jet Pac	(Ultimate)

(Figures compiled by Boots/Websters)

BBC ●

1	(4)	Fortress	(Pace)
2	(–)	Eagle's Wing	(Software Invasion)
3	(8)	Mr Wimpy	(Ocean)
4	(9)	Snooker	(Visions)
5	(–)	Adventure Quest	(Level 9 Computing)
6	(7)	Dambusters	(Alligata)
7	(5)	3D Space Ranger	(Microbyte)
8	(–)	Spooks and Spiders	(Software Invasion)
9	(–)	Swoop	(Program Power)
10	(–)	Education 2	(Golem)

● All model B
(Figures compiled by Micro Management, Ipswich 0473 59181)

Commodore 64

1	(5)	Hunchback	(Ocean)
2	(10)	Colossus Chess	(CDS)
3	(6)	Mr Wimpey	(Ocean)
4	(–)	Black Hawk	(Thorn/EMI)
5	(–)	Slurpy	(Thorn/EMI)
6	(–)	Space Shuttle	(Microdeal)
7	(–)	It's Only Rock and Roll	(Microdeal)
8	(–)	Introduction to Basic	(Commodore)
9	(–)	Falcon Patrol	(Virgin)
10	(9)	Revenge of the Mutant Camels	(Llamasoft)

(Figures compiled by Boots/Websters)

Dragon

1	(8)	Eighball	(Microdeal)
2	(3)	Chuckie Egg	(A&F)
3	(2)	Hungry Horace	(Melbourne House)
4	(4)	Ugh!	(Soba)
5	(7)	Kriegspiel	(Beyond)
6	(10)	Frogger	(Microdeal)
7	(5)	Pedro	(Imagine)
8	(9)	Up Periscope!	(Beyond)
9	(–)	Dragonfly 2	(Hewson)
10	(–)	SAS	(Peaksoft)

(Figures compiled by Boots/Websters)

ZX81 ●

1	(–)	Krazy Kong	(PSS)
2	(10)	Chess	(Psion)
3	(4)	Scramble	(Quicksilva)
4	(–)	Football Manager	(Addictive Games)
5	(3)	Mothership	(Softsync)
6	(5)	Flight Simulation	(Psion)
7	(7)	Space Raiders	(Psion)
8	(9)	Defender	(Quicksilva)
9	(6)	Invaders	(Quicksilva)
10	(8)	Asteroids	(Quicksilva)

● All 16K
(Figures compiled by Boots/Websters)

Books

1	Battle Games, *Isaacman & Tyler*	(Usborne)
2	Space Games, *Isaacman & Tyler*	(Usborne)
3	Commodore 64 Games Book, *Bishop*	(Granada)
4	Games for Your ZX81, *Charlton*	(Virgin)
5	60 Programs for Your Vic 20, *Erskine et al*	(Pan)
6	Creepy Computer Games, *Erskine et al*	(Usborne)
7	Easy Programs for the Commodore 64, *Stewart & Jones*	(Shiva)
8	Commodore 64 Exposed, *Bayley*	(Melbourne House)
9	Commodore 64 Adventures, *Grace*	(Sunshine)
10	60 Programs for the Spectrum, *Erskine et al*	(Pan)

(Figures compiled by Bookwise)

Book Ends

EXPENSIVE

Advanced Programming Techniques on the Electron is an excellent book, but is far too expensive.

The book covers thoroughly proper programming techniques and contains a number of useful programs on a variety of subjects. It is especially good on flow diagrams. But the price — for a book that isn't even imported!

Book *Advanced Programming Techniques on the Electron*
Price *£8.85*
Micro *Electron*
Supplier *Addison—Wesley 53 Bedford Square London WC1*

BBC BASIC

Adventure into BBC Basic is another book in the seemingly unsaturatable (not BBC English) BBC Basic market, albeit with a slightly unusual approach.

Using the design and development of an adventure as the linking theme, the book explains all the main features of BBC Basic including maths, sounds, arrays, data and the rest.

The various sections contain a number of experiments (which is another way of saying revision exercises) in which the main points can be tested.

The adventure itself, finally revealed in all its glory (and length) at the end of the book looks fun and generally the book seems well presented and

Book *Advenrure into BBC Basic*
Price *£6.95*
Micro *BBC*
Supplier *John Wiley Baffins Lane Chichester West Sussex PO19 1UD*

BOOLEAN

An interesting book for the (extremely) technically minded is *Digital Techniques* by D R Browning. This book discusses the way computers deal with arithmetic and equally how arithmetic is used in computers.

There are sections on Boolean algebra and the various kinds of gate — the book is initially intended for schools so there are various tests and exercises throughout.

Book *Digital Techniques*
Price *£2.95*
Micro *General*
Supplier *Longman House Burnt Mill Harlow Essex CM20 2JE*

This Week

Program	Type	Micro	Price	Supplier
Hopper	Arc	Aquarius	**£8.00**	Microdeal
The Adventures of Robin	Arc	Atari	**£9.95**	English
Battle Planet	Arc	BBC	**£6.95**	ISP
Haunted Abbey	Ad	BBC	**£7.90**	A&F
Chuckie Egg	Arc	Commodore 64	**£7.40**	A&F
Danger Ranger	Arc	Commodore 64	**£8.00**	Microdeal
Scope	Ut	Commodore 64	**£17.95**	ISP
Beam Rider	Arc	Dragon	**£8.00**	Microdeal
Crash	Arc	Dragon	**£8.00**	Microdeal
HI Res	Ut	Dragon	**£3.95**	Oron
High Speed Dragon	Ut	Dragon	**£3.95**	Omega
Hogard	S	Dragon	**£4.95**	Oron
Buzzard Bait	Arc	Dragon 32	**£9.95**	Microdeal
Cu*ber	Arc	Dragon 32	**£8.00**	Microdeal
Electron	Arc	Dragon 32	**£8.00**	Microdeal
Galagon	Arc	Dragon 32	**£8.00**	Microdeal
Grabber	Arc	Dragon 32	**£8.00**	Microdeal
Machine Language Tutor	Ed	Dragon 32	**£8.00**	Microdeal
Centipede	Arc	Lynx	**£5.95**	Play It
Ciro	S	Oric	**£3.95**	Oron
Graffix	Ut	Oric	**£7.95**	Windmill
Story Book	Ed	Oric	**£4.95**	Softbacks
Chess II	Ed	Oric/Atmos	**£9.99**	Tansoft
3D Bat Attack	Arc	Spectrum	**£6.95**	Cheetahsoft
Arena 300	Arc	Spectrum	**£5.50**	Microdeal
Borzak	Arc	Spectrum	**£6.95**	Channel 8
Box 150	S	Spectrum	**£2.00**	Cheap Games
Character Enlarger	Ut	Spectrum	**£4.95**	Turtle
Character Enlarger	Ut	Spectrum	**£4.95**	Turtle
Character Generator	Ut	Spectrum	**£8.00**	Nalan
Conquest	S	Spectrum	**£6.95**	Cheetahsoft
Cricket Averages	Ut	Spectrum	**£4.95**	South Coast
Evil Realm & Sugour	Ad	Spectrum	**£4.95**	Turtle
Gold Blast	Arc	Spectrum	**£5.75**	Nalan
Pacman	Arc	Spectrum	**£14.99**	Atari
Rapid	Ut	Spectrum	**£5.00**	Esprit
Roadsafety	Ed	Spectrum	**£4.95**	Turtle
The Pink Pearl	Ad	Spectrum	**£4.95**	Astrosoft
Sheer Panic	Arc	Vic20	**£8.95**	Channel 8
Snackman	Arc	Vic20	**£8.00**	Microdeal
Flight	Arc	ZX81	**£4.95**	James Paton
20 Games	Arc	ZX81 1K	**£3.95**	I Thomson

Key: Ad — adventure/**Arc** — arcade/**Ed** — education/
S — strategy-simulation/**Ut** — utility

This Week is a new section that covers all the new software coming on to the home micro market each week. All suppliers should send details of their new programs to: This Week, Popular Computing Weekly, 12-13 Little Newport Street, London WC2R 3LD.

Software registry

A glossy brochure recently flopped onto my desk. The *TSR Software Registry*, it announced, 'Program Protection'. Well, software piracy must be one of the most intractable problems facing the industry at the moment, so I opened it, eagerly anticipating a solution. I was met by a barrage of questions.

'Do you,' demanded the blurb, 'own or produce software? Is piracy a constant worry? How easily could you prove your legal rights? Can you afford to forego assistance in this vital area of your activities from as little as £75 per program for a five year period of registration?'

Sufficiently intimidated I read on. Alas, how easily are the hopeful disillusioned. The Software Registry turned out to be as much of a solution to the piracy problem, as a sticking plaster on a broken leg.

Not that that is obvious at first sight, however. There are an awful lot of generalities in the promotional literature. 'Strengthening legal protection for your software is not difficult — contact the Software Registry,' it proclaims. 'The Americans have an official software copyright register and the Japanese system is imminent. Help stop the UK software industry from missing out — use the Software Registry.'

What it doesn't say is that using the registry won't give you any added legal protection as such, and that the reason the Americans have an official register is because it is part and parcel of their copyright system.

So, what *do* you get for your £75? Apparantly the registry offers 'an independent date verification and administration system to assist with establishing and maintaining the rights of software authors and owners.'

Still no wiser? Well, basically, you give them a copy of your program and they store it for you. If later on you get mixed up in a court case and need to prove when you invented your program, the registry will provide an affidavit verifying the date it came into their hands. (At a price however. The registry charges £23 for its affidavit service.)

Cynics among you may have already noticed that much the same end can be achieved, for a fraction of the cost, by posting a copy of your program to yourself by registered delivery, and storing it unopened. (If and when needed, an affidavit can always be prepared by the solicitor who — by the time you get to court — you almost certainly have working for you. And probably for less than £23.)

But the *TSR Software Registry* has two other strings to its bow. Firstly, it makes much of the 'deterrent effect'. It claims that 'the very fact of registration can act as a deterrent to piracy of your software'. Why? Because (via a notice on the program which states that it is registered) it 'shows that you have given sufficient consideration to your legal rights to gather together information which can be verified by an independent organisation in the event of litigation being necessary.' Hmmm. I can't imagine the average pirate would be any more deterred by that than by the 'copyright' notice, how commonly included on most software. True, the fact that registration automatically includes legal insurance cover, might cause his or her hand to shake momentarily, but the canny among them will quickly sus out that this TSR policy offers strictly limited protection.

Which brings me on to their second, rather fraying, bowstring. The cost of registration also includes some legal expenses insurance, but — as with all insurance policies — it's what it doesn't cover that matters. Excluded is protection for disputes over ownership of the copyright — and remember, other than in straight tape to tape copying, most defendents will claim that theirs is a different program, one which is their own original work, and — an even more serious omission — interloqutary actions.

That means injunctions and the mysterious, but ever-so-useful Anton Pillar orders, under which copies of disputed programs can be seized. As any reader of the press will rapidly realise, most copyright actions only ever go as far as the interloqutary stage anyway (which can cost around £12,000-£15,000). To cap it all, *you* — the insured — have first to pay a lawyer to prove to their — the insurers — satisfaction, that you have good case!

What the software registry does prove is that it pays to read things carefully — and to ask yourself just what you are getting whenever someone offers you a panacea.

Gail Counsell

Just a nip

Puzzle No 106

Sir Solomon Sparrow of Merridew Hall was justly proud of his litre bottle of best quality brandy. "Just the thing to keep for Christmas", he remarked, one fine spring morning.

Unfortunately, he had failed to take into account the fact that Christmas was still a long way off, and also that Algernon — his closest

friend and confidant — was rather fond of a tipple. When no one was looking he would help himself to a nip of brandy, and then top up the bottle to the original level with water.

It was not until some considerable time later that these goings-on were discovered, and by then it was too late. The brandy was ruined and Algernon himself could no longer bring himself to drink it! In fact, half of it — or as near half as makes no difference — had been replaced by water?

How many visits had to the brandy had Algy made if each 'nip' measured just 10 millilitres?

Solution to Puzzle No 101

The following program tests all possible values of *A* and *B*. Both *A* and B must lie in the range 32 to 99 as they have 4-digit squares.

```
10 FOR A = 32 TO 99 20 FOR B = 32 TO 99 30 LET A$
= STR$ A 40 LET B$=STR$ B 50 LET C=A * A 60 LET
C$ = STR$ C 70 IF C$(3)<>B$ (2) THEN GOTO 150
80 D = B * B 90 D$ = STR$ (D) 100 IF D$ (4)<>A$ (1)
THEN GOTO 150 110 E = A * B 120 E$ = STR$ E 130
IF E$ (1)<>D$ (1) OR E$ (4)<> C$ (1) THEN GOTO
150 140 PRINT A,B 150 NEXT B 160 NEXT A
```

There are three possible answers, but the value of *A* remains the same. Thus *A* = 69 and *B* can equal 56, 66 or 78.

Winner of Puzzle No 101

The winner is: J Gough, Drummond Street, Enderby, Leicester, who receives £10.

Rules

If the puzzle can be sensibly solved using a computer then the winner will have included a listing of the program used to find the correct answer. The closing date for entries to Puzzle No 106 is May 25.

The Hackers

. . . . but seriously,

AUTOMATA

PIMANIA – the cult adventure that's for real!
16K ZX81 £5 ☐ BBC 32K £10 ☐ Dragon 32 £10 ☐ Spectrum 48K £10 ☐

GROUCHO – the Pimania sequel, Concord-QE2-USA prize
Free rock music on the flipside. Spectrum 48K £10 ☐

PI-EYED – the comedy cartoon arcade game, starring the PiMan. Free protest disco record. Spectrum 48K £6 ☐

PI-BALLED – A triumph of the arcade programmer's art. Starring the PiMan. Free offensive Reggae music. Spectrum 48K £8 ☐

MORRIS MEETS THE BIKERS – exciting arcade fun, as seen on TV. Outrageous free doo-wop record. Any Spectrum £8 ☐

YAKZEE – Bruddy wonderfurs game of ruck and skirr. An oriental masterpiece for Dragon 32 plus Spectrum 48K £5 ☐

GO TO JAIL – Play the game find out what all the fuss is about, cookie. Spectrum 48K £8 ☐

OLYMPIMANIA – He's back! He's going for gold! He's sober! Free National Anthem on the flipside. Spectrum 48K £6 ☐

THE PIMAN'S GREATEST HITS – amazing stereo L.P. cassette £3 ☐

"I'M A PIMANIAC" – T-Shirts (state size) £5 ☐

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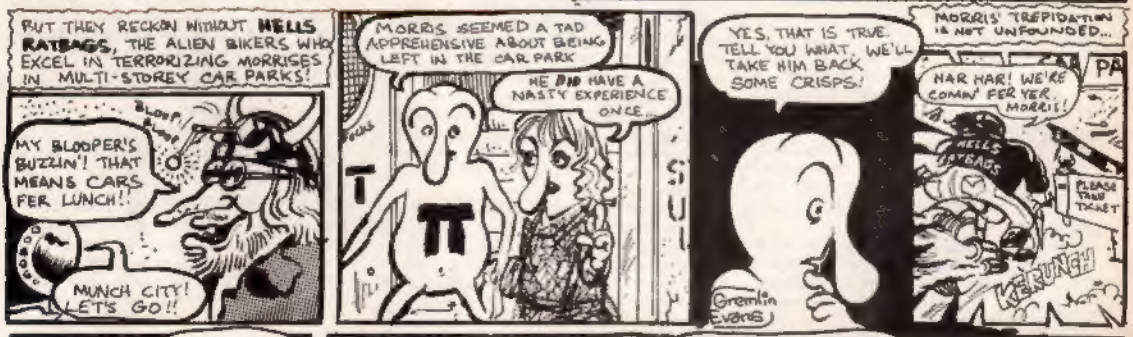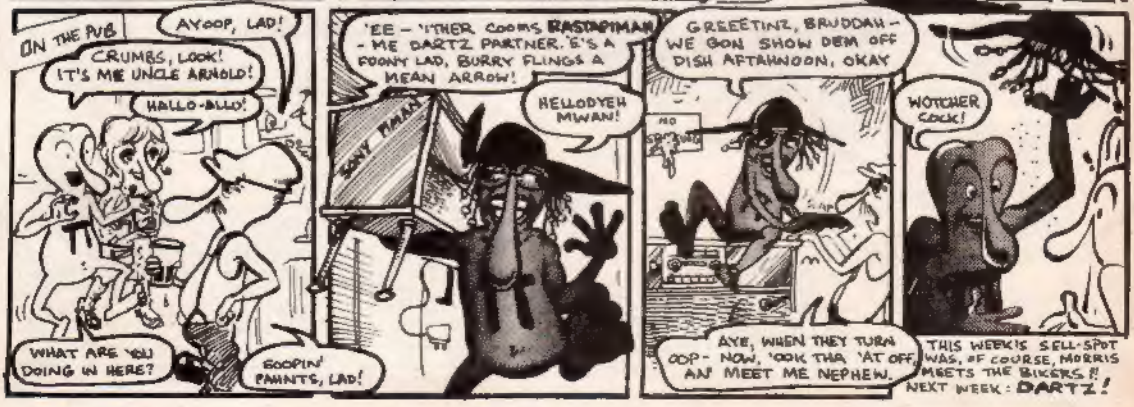
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